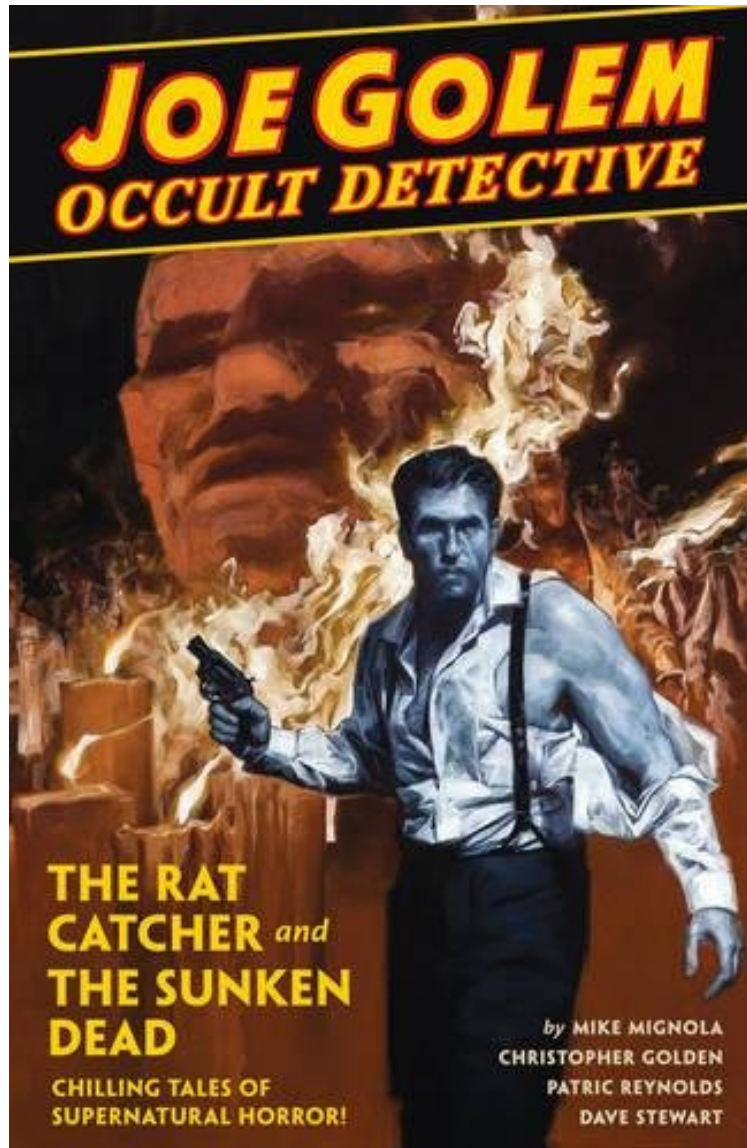


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Joe Golem Occult Detective Volume 1- The Rat Catcher and The Sunken Dead

Mike Mignola, Christopher Golden
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Mike Mignola, Christopher Golden : Joe Golem Occult Detective Volume 1- The Rat Catcher and The Sunken Dead before purchasing it in order to gauge whether or not it would be worth my time, and all praised Joe Golem Occult Detective Volume 1- The Rat Catcher and The Sunken Dead:

0 of 1 people found the following review helpful. Five Stars By A. Azcona Very nice story! Exciting! 1 of 1 people

found the following review helpful. A New Take on an Old School Style By Pop Bop I like all of Mignola's Hellboy spin-offs, (although Hellboy will always be number 1), but I was a bit surprised by how much I enjoyed "Joe Golem". The character and the premise both seemed to be a stretch, but it all has a certain integrity and rough hewn appeal that was very entertaining. This volume collects the first five issues of "Joe Golem". It's probably not really a SPOILER to note that Joe Golem is a 15th century golem, kept alive through occult means that are never really described as part of Joe's backstory. What we do learn is that Joe doesn't know he's a golem; he's kept in a perpetual state of amnesia about his past by the weirdly long-lived, partly magical, partly bio-mechanical detective who is his boss. So, while there is an occult, magical, golem sort of background, and while Joe's cases involve supernatural and magical angles, the main thrust of each story is much more along the lines of 50's pulp detective fiction. Didn't quite expect that from Hellboy's creator, although maybe I should have. This volume covers two full tales, (a water creature thing and a cursed grimoire of the undead tale), as well as some flashbacks to Joe's creation 500 years ago. Arching over that is a romance, and the mystery about how and why Joe's boss is keeping him in the dark about who Joe really is. That golem angle is a pretty sly nod to the dark pasts that all noir heroes have, and there are actually a good number of clever and witty little nods to classic noir conventions and how they can be twisted a little in the fantasy context. As a consequence, this can be read as just an entertaining detective story or as a pretty subtle take on how noir and fantasy intersect, and the reader can take as much or as little of that as he likes. The whole drowned city angle adds a lot of atmosphere, and gives the drawings some uniqueness, as well as allowing for very original variations on the whole decrepit urban landscape approach. Joe himself is a strong, silent hero type who's good for an occasional wisecrack, and the possible girlfriend is a no-nonsense tough/spunky type, so all of that works very nicely. The upshot is that even though this was designed to have a bit of a throwback, pulp detective feel it hit me as a bit of fresh air and a nice new direction for Mignola's talents. An odd but rewarding and entertaining find. (Please note that I received a free advance will-self-destruct-in-x-days Adobe Digital copy of this book without a review requirement, or any influence regarding review content should I choose to post a review. Apart from that I have no connection at all to either the author or the publisher of this book.)

3 of 3 people found the following review helpful. Joe Golem comes to comics By A. KAPLAN While this is spun-off from the Joe Golem novel by the same authors, this graphic novel is an original story, set in an alternate world where New York is a flooded, drowned city. It's set in the 1960s, but has a dark, noir atmosphere to it, like a classic detective movie but with monsters. The art, by Jason Alexander, gives everything a murky feel, even above the surface, but in a deliberate, not poorly-drawn sense. If you've read the original novel, this fleshes out that world further. If you haven't, this is a great introduction to the characters and their world, without having to have read anything else beforehand.

Forty years after disaster left Lower Manhattan submerged in thirty feet of water, the Drowning City has taken a turn for the weird and Joe Golem is there to investigate. A mysterious and terrifying creature has been snatching children and pulling them into the depths of the canals, and the those that drowned in the floods are coming back to the surface--alive.

Praise for Mike Mignola: "The series is such a rich, complex conglomeration of pulp, myth and humor, yet Mignola's vision so insanely precise, that each comic is able to effortlessly welcome and envelope you back into its strange world filled with odd characters and even odder ideas." -IGN "Through out the years, Mignola has done exemplary work taking areas of interest and blending them into a big tapestry, filling out corners of a world along a visible timeline with methodical ease. Clearly, he is trying to make us all look bad and is succeeding at every turn." -Comics Beat Praise for Patric Reynolds: "The influence of H.R. Giger's artwork on Alien and subsequent films cannot be understated. His illustrations of the xenomorph, distant habitats, and obscene sculptures provided a presence to the films that would linger with audiences and haunt their dreams." --ComicBook.com About the Author Starting in 1982 as an inker for Marvel Comics, he swiftly evolved into a not-so-bad artist. By the late 1980s, he had begun to develop his own unique graphic style, with mainstream projects like Cosmic Odyssey and Batman: Gotham by Gaslight. In 1994, he published the first Hellboy series through Dark Horse. There are thirteen Hellboy graphic novels (with more on the way), several spinoff titles (B.P.R.D., Lobster Johnson, Abe Sapien, and Sir Edward Grey: Witchfinder), prose books, animated films, and two live-action films. Mike's books have earned numerous awards and are published in a great many countries. Mike lives in Southern California with his wife, daughter, and cat. The author lives in Los Angeles, CA..