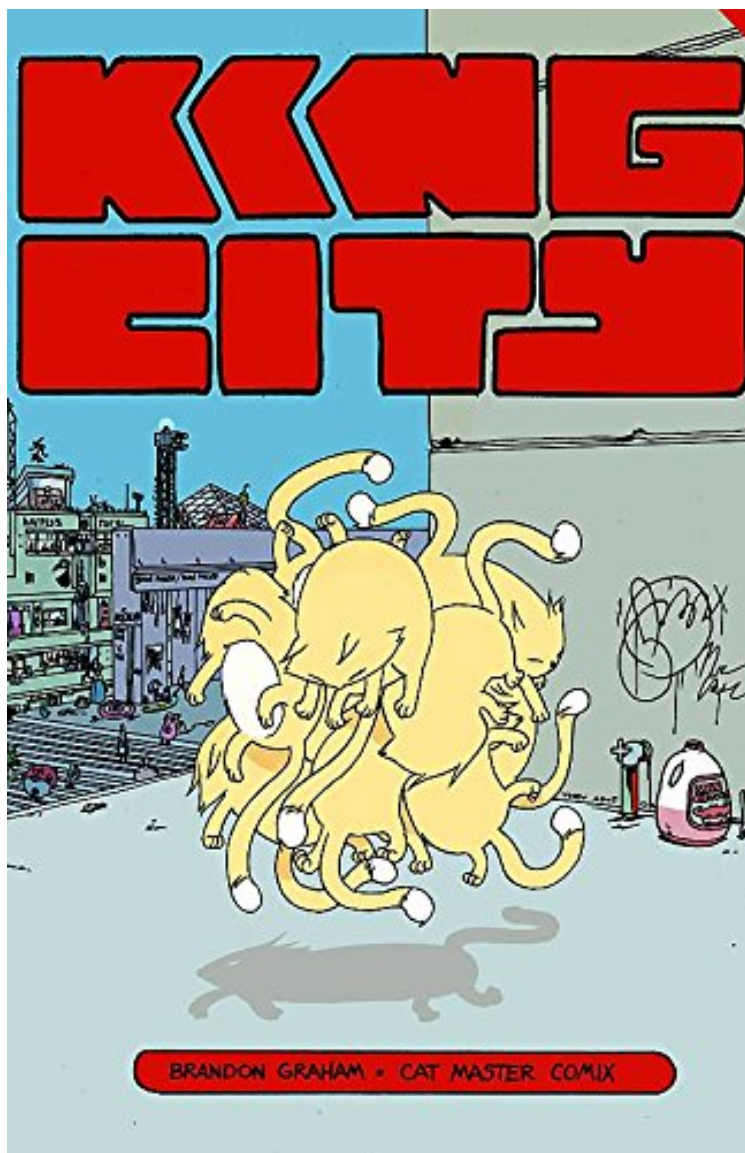


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King City

Brandon Graham

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Brandon Graham : King City before purchasing it in order to gage whether or not it would be worth my time, and all praised King City:

20 of 20 people found the following review helpful. Fun FindBy J. KhalajI purchased this graphic novel on a whim, knowing nothing about the premise or author. This was one of the most pleasant surprises I've had in a while. I can't say this story will please everyone, but there's a certain degree of charm in the sheer quirkiness.The world Brandon Graham creates is so wholly unique and the "powers" of the main protagonists so odd that you can't help but turn the

page just to see what the heck is going to happen. I admit a certain reservation as I started reading. It takes a little while to readjust your suspension of disbelief past the normal level one approaches comics with. However, once the world captures you, you just want to learn more about it. What are the laws? What are the rules? What the hell is everyone doing? The humor is at times subtle, and often very direct but not in a "here's the joke you laugh now" way. Graham presents weird and awkward situations with panache. A scene early on in the graphic novel has the main character using a cat as a periscope with the eye hole being the, umm, cats bum... Normally I find sophomoric attempts like this stale at best, and plain stupid. But there's something about the presentation, the drawings, the situation leading up, the world itself where I couldn't help but laugh. Graham has created something simultaneously new, irreverent, and intriguing. The ending of King City felt a little too open ended, but it left me wanting more, and that as far as I'm concerned is a sign of a good tale.

0 of 0 people found the following review helpful. Wow. Bam. Brilliant. By GearHead A brilliant work. The narrative doesn't plod forward in a straight line, but hops skillfully between the present and past of each character, building up a more compelling and curious story. Although none of the main characters are perfect heroes, they all exhibit a humanity that makes them even more appealing. I found myself wanting them all to find some happiness, which is damn hard to do in any story. Be warned: King City is overlaid with way-out science fiction. Think Pynchon, Delaney, or Warren Ellis in Transmetropolitan. A suspension of disbelief is absolutely required. On the other hand, it's not at all serious. Puns run rampant, and Graham has scattered so widely through the art that you have to go through two or three times to catch them all. Put on a top hat, a trilby, and a wool cap, hold on to them all, and then start reading.

0 of 0 people found the following review helpful. Yes, it's really that good. Buy it. By Kid Kyoto This is a really great book that deserves much more attention. It's hard to summarize the plot, not because it's all that hard to explain, but rather because the plot is really secondary to the wonderfully chaotic city it's set in, the surprisingly well-developed characters and the ever-present puns and word play. A very short summary is Joe is a catmaster robbing, stealing and grifting his way through King City, a chaotic future city where aliens, mutants, zombie war vets and ninjas share the streets. But as I said, the plot is almost beside the point, this is a book whose real strength is in the characters and setting. Writer-artist Brandon Graham gives each page more love and attention than some artists give a whole book. They are jam-packed with details, in-jokes, puns and flair. This is a book you have to reread just to catch all the subtle things you missed the first time. Despite the surreal setting the characters are well-grounded and feel like people you know. Yes, even the guy who uses his cat as a weapon, even Xombie War vet, all of them have strong realistic personalities. Graham's style is a bit cartoony but all of the characters look distinct and realistic. The only one close that I can think of is Katsuhiro (Akira) Otomo, Graham's King City at times feels like Otomo's Mega Tokyo on acid. This is really a delightful book and at just \$20 a total steal. I highly recommend it for anyone looking for something new and cool in American comics.

At last! The long-awaited collection of the complete King City series is here, chock-full of comic book games, puzzles, and wordplay! Joe is a catmaster, trained to use his cat as any tool or weapon. His best friend, Pete, falls in love with an alien he's forced to sell into green slavery, while his ex, Anna, watches her Xombie War veteran boyfriend turn into the drug he's addicted to. King City, an underbelly of a town run by spy gangs and dark dark magic with mystery down every alleyway.

Although the first half of this hilarious, touching romp was published a few years ago, the rest of the story has lingered in a rights limbo until now. Set in a lushly detailed city of the far future, catmaster Joe, assisted by his marvelously mutable drug-fueled cat Earthling J. Catingsworth the Third, faces an assortment of conflicts, from a mysterious and ominous cult to a friend's desire to rescue an alien woman from a futuristic mob. Joe is in his element against mere eldritch horrors, mysterious femme fatales and the seedy criminal underworld, but finds himself less able to handle the lingering presence of his former lover Anna, now romantically entangled with a troubled but amiable war veteran. In lesser hands, this would be a mere collection of Kirbyesque occult confrontations; although he can rock the cosmic with the best of them and has a grand talent for the absurd, Graham has a keen appreciation for the personal, but his talent shines brightest when cast on the mundane moments in his characters' lives. With the complete King City finally available, Graham takes his place as one of the most inventive action cartoonists working.