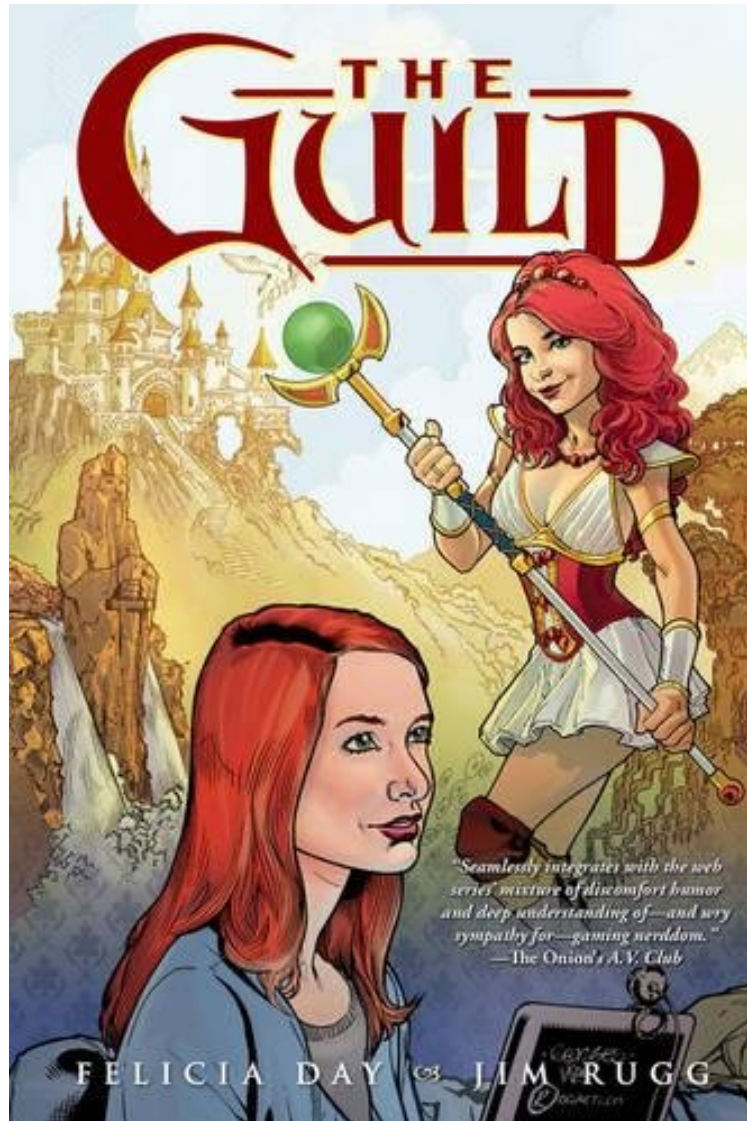


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## The Guild Volume 1

Felicia Day

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#759023 in BooksColor: Multi-colored Dark Horse Comics 2010-12-07 2010-12-07Original language:EnglishPDF # 1 9.00 x .20 x 6.00l, .40 #File Name: 159582549596 pagesCollects the 3-issue series, and features a sketchbook section and pinups!Written by Felicia DayTrade paperback, measures 6x 9"96 pages, full color | File size: 40.Mb

**Felicia Day : The Guild Volume 1** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Guild Volume 1:

1 of 1 people found the following review helpful. Loaded with geeky gamer quipsBy J. S. HarbourI totally enjoyed this book which tells the back story of The Guild before everyone met, primarily focusing on Codex's life before she

met her guild buddies. The writing has the same "voice" as the show, obviously written by the same person (Felicia Day). I feel that this overall series might appeal to my age group better than younger gamers, who will undoubtedly get all of the geeky gamer gags but may not have lived them (on a personal note, I'm 7 years older than the author, i.e. Gen X--basically born in the 70s). World of Warcraft came out in 2004-05--hard to believe it was a decade ago already! The Guild (the web series) got started in 2007, shortly after it's launch. I don't play any more but did at the time and found the web series easy to relate to and very enjoyable. This comic TPB fills in some details hinted at in the show, mainly on Codex but giving every character a few pages as well. For their stories, see Volume 2.0 of 0 people found the following review helpful. The Guild is still the best!By KPCoyoteI've been waiting for the collected stories of the Guild for a while now. I am so pleased to finally have this beautifully bound book.0 of 0 people found the following review helpful. Great prequel to the show!By Andrew BulthauptThe Guild is a prequel to the popular web series created by Felicia Day. It's their origin story of sorts - how they came to be part of the guild, and how Codex herself started playing the game.With Felicia doing the writing, the comic obviously captures the same humor as the series. Changes and tweaks need to be made for the medium, obviously, but Miss Day does a wonderful job making it work. The story itself is great (if perhaps a bit depressing) and gives a lot of insight into Cyd's (aka Codex) character. We learn why she's so dedicated to the game and why she has so much time to play it.The art is great and has two distinct styles. The real-world looks like a traditional comic, with thick lines and blocked colors. The game-world tries to be more realistic, but in a fantasy way, if that makes any sense. Everything seems fuller and less-flat. It's an interesting juxtaposition, and one that works very well. Jim Rugg does a great job of making the two styles work.This is a definite buy for fans of The Guild. For others, it's still a fun story, and hopefully a launching point to get yourself into the amazing web series!

Chronicling the hilarious on--and offline--lives of a group of Internet role-playing gamers, the Knights of Good, The Guild has become a cult hit, and is the winner of numerous awards from SXSW, YouTube, Yahoo, and the Streamys. Now, Day brings the wit and heart of the show to this graphic-novel prequel. In this origin tale of the Knights of Good, we learn about Cyd's life before joining the guild, how she became Codex, her awful breakup with boyfriend Trevor, and how she began to meet the other players who would eventually become her teammates. \* This story line fills in details never before revealed on the web show, making it an essential new chapter for existing fans as well as a perfect jumping-on point for new fans! \* See the web series at [watchtheguild.com](http://watchtheguild.com). \* Collects the three-issue series and features a sketchbook section and pinups! Written by Felicia Day! Internet phenomenon The Guild comes to comics!

Praise for one of the original trade paperback collections of The Guild:"Day makes the most of the medium and offers fans a closer glimpse of The Knights of Good than they've ever had before." -IGN.comAbout the AuthorThe author of You're Never Weird on the Internet (Almost), brings her webisodic-sensation to comics! This deluxe oversized hardcover collects every TheGuildcomic, including thirty-four pages of brand-new comics the first since 2013! The Guildfirst came to comics in 2010 with stories setbefore the web series began, following lonely violinist Cyd Sherman trying to navigate a frustrating personal life as she stumbles on an online MMO called "The Game". As she gathers friends in-game, she gains confidence to confront all the problems in her real life. With, ahem, varying results. The Guildis a pioneer among web series, referred to by Rolling Stone as "[one of] the net's best serial shows." Heartwarming and hilarious, this is a comic origin story that brings an award-winning world to life in a unique way that will delight geeks of all ages. Especially gamers. The Guild Library Editioncollects the original prequel miniseries and the first five one-shots focused on specific characters from The Guild. It also featuresthirty-four pages of brand-new comicsdrawn by Mike Norton, Francesco Francavilla, and Naomi Franquizas well astheexciting one-shot written by Felicia Day and Wil Wheaton spotlighting his character Fawkes, and the short Free Comic Book Day story by Day and Jonathan Case (The New Deal). It also features art by Becky Cloonan (Gotham Academy), Darick Robertson (The Boys), Adam Warren (Empowered), Tim Seeley (Hack/Slash), Jonathan Case (The New Deal), and more!