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*Alan Moore*

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#92118 in Books DC Comics 2004-09-01 2004-09-01Original language:EnglishPDF # 1 10.17 x .36 x 6.611, .90 #File Name: 1401201180228 pagesGreat product! | File size: 31.Mb

**Alan Moore : The League of Extraordinary Gentlemen, Vol. 2** before purchasing it in order to gage whether or not it would be worth my time, and all praised The League of Extraordinary Gentlemen, Vol. 2:

1 of 1 people found the following review helpful. Possibly the best League bookBy C. D. VarnFraming the story around Jonathan Swift's Gulliver's Travels, Edgar Rice Burroughs' John Carter of Mars, and H.G Well's War of the Worlds, the tropes of alien exploration are invoked and explored in the context of the League. Moore continues his

critique of both British imperialism and pulp heroism against that backdrop as the darker elements of the League's main characters continue to manifest with often extremely bloody outcomes. The introduction of another of Well's creations, Dr. Moreau and his creatures, end up having profound implications for the most brutal utilitarian calculus of the Empire and military intelligence. This volume starts the beginning of the dividing line for those who linked the first volume, and the victory does come at a high cost. The dividing line seems to come because the full implication of the nastier bits of key characters personalities do bare fruit. Moore capitalizes on our seeming familiarity--both the pulp, literary, and in-world comic versions--more completely than in the first volume, and this has dramatic impact on the story. In many ways, the surface reading of this comic will seem fairly simple if depraved in parts. However, the implications about who the Heroes are actually are and what they actually serve is very interesting. O'Neil's art is strong, and he plays with the genre tropes very skillfully. There is a woodcut and pulp illustration quality to work which O'Neil sheds in latter volumes that move the story more contemptuously in time. In many ways, the League's disillusionment mirrors the disillusionment approaching at the end of the Victorian era. In many ways, this is Moore and O'Neil in peak form.

0 of 0 people found the following review helpful. The League of Rather Ordinary Gentlemen

By RickLike so many of the other reviewers here, I really was looking forward to this volume and wanted so badly to like it after the 1st volume was so much fun and excitement. I loved the Victorian, Steampunk setting of the LXG vol 1 and thought it was a well-constructed, character-building adventure. Volume 2.....not so much.

**THERE BE SPOILERS AHEAD!** For starters, this one begins on Mars with some other Victorian era characters that are basically there as cameos and the Mars prologue adds almost nothing to the rest of the story beyond the amusing references. As for the main story, well, I suppose if you are a huge War of the Worlds fan then you will like this one fairly well because it follows a lot of that story rather closely adapting the characters/situations to fit a little better along the way. There are some other interesting references such as a certain French doctor, and Mr Hyde really shines in character development, but unfortunately that's about all of the good in the volume. The biggest problem in the volume is that the members of the league spend about 3/4 of their 'on screen' time doing virtually nothing. The characters (aside from Hyde) act out of character with treachery from one, a sudden bizarre romance that really doesn't fit from 2 others, and a Nemo that inexplicably goes from one extreme to the other at times. Also you'd think a Mars invasion would provide quite a bit of excitement, but instead of the LXG heroically battling the enemy, the vast bulk of their time is spent seeing them walk around in forests and fields or just standing around arguing with each other. The only real action after the prologue is in the final chapter and even then the LXG has very little impact on the final battle against the martians. With a weak plot that is largely ripped from War of the Worlds, minimal impact from the main characters, and out of place character actions (as well as the ponderous, dull prose Almanac at the volumes end), I cannot recommend this volume to anyone except those who are hardcore steampunk, Victorian, Allan Moore, or LXG fans that just have to see all that is LXG. The reason that I consider this about a 2-2.5 instead of 1 is that the artwork is top-notch. I loved the look of the first volume and you will see the same essential style here. The panels look great, but the story and dialogue that fill them are rather lackluster.

0 of 0 people found the following review helpful. Good artwork, but a surprisingly dull and meandering plot.

By James B. I would give TLoEG 2 a 3.5 if I could, but I decided to round down. This sequel to the fabulous first volume has a lot to love, but does drop the ball significantly. TLoEG 2 focuses on Moore's version of HG Wells The War of the Worlds, and pits the League against Martian invaders. While the scenes of war are well done, there simply aren't enough of them for this to truly feel like a struggle for humanities very existence. Moore even wastes 1/6 of the book on a prequel that only needed 1/3 of the time it took. The main problem I have with League is the character of Mina Murray. In the first volume, she was a competent leader and pulled her weight on the League's adventures. Here though, Bond is calling the shots and Mina is nothing but a damsel in distress. Her character development is going from a three-dimensional character to a two-dimensional one. It's a real shame, considering how great characters like Hyde, Griffin, and Nemo came together and delivered some thrilling story. There's also some pretty dumb plot contrivances that I can't really list without giving spoilers, so you'll have to find those out for yourself, or ask me what I'm talking about in the comments. So, now that we're done with the main story, let's talk about the companion piece. As with Watchmen, Moore included a back story closing piece for each section of the book, in this case a book called 'the New Traveler's Almanac'. This book is a description of all the strange locations and cultures of the world, by which I mean Moore listed basic plot details (with occasional re imaginings) of practically every story written in the past 300 years, half of which I guarantee you have never heard of. Parts of this were pretty fun to read, but overall it was a dull slog to get through. Still, it has some good back story on the rest of the League volumes, so you shouldn't skip it.

It's one month after the events in LEAGUE OF EXTRAORDINARY GENTLEMEN VOL. 1, and the skies over England are filled with flaming rockets as Mars launches the first salvo of an invasion. Only our stalwart adventurers Allan Quatermain, Mina Harker, Captain Nemo, Hawley Griffin, and Mr. Edward Hyde can save mother England and the very Earth itself. But there are many startling revelations along the way, including the blossoming of love and the uncovering of a traitor in their midst!

From Publishers Weekly Moore continues his trip through pulp genres with this second volume of *The League*. This collection includes plenty of faux-Victorian backup material, including the comic book series' original covers, and a lengthy prose short story by Moore. Although the film version was a bust, the source material remains an enjoyable, beautifully executed adventure series. Set in an alternate, technologically advanced 1898 London, the story finds legendary literary heroes Allan Quartermain, Captain Nemo, Hawley Griffin (the Invisible Man), Edward Hyde and Mina Murray fighting battles that the British Empire can't handle without them. Here, the eclectic team is defending Earth from a Martian invasion, partially set in motion by another pulp hero, Edgar Rice Burroughs's John Carter of Mars. Moore spares no opportunity to play up the team's origins. Edward Hyde, the monstrous side of Dr. Jekyll, is a nasty brute, while Nemo is an imperious egomaniac, and the once-dashing Allan Quartermain is in the twilight of his powers, yet manages to romance Mina Murray, of Dracula notoriety. Moore remains faithful to the stories' structures (e.g., the Martian invasion is a pulpy romp, complete with burning farm houses, silly-looking creatures and plenty of political intrigue). O'Neill, his artistic collaborator, continues his fine run on the series. His drawings are influenced by 19th-century woodcuts but remain loose and lively. His exquisite renderings of machines and urban landscape remain a reason to look at this series rarely has an adventure comic been so much fun to observe. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

From Booklist Of the half-dozen series acclaimed writer Moore created when he returned to mainstream comics in the late 1990s, the most impressive is the high-concept *League of Extraordinary Gentlemen*, which posits that the fictional nineteenth-century figures Allan Quartermain (of Rider Haggard's *She*), Captain Nemo, Dr. Jekyll and Mr. Hyde, the Invisible Man, and Mina Harker (heroine of *Dracula*) banded together as a sort of Victorian superhero team. In the second collection of their exploits, they defend England from an invasion of Martians a la Wells' *War of the Worlds*. As befits a rousing adventure of their era, a traitor rears his ugly head, and a sinister figure reveals unexpected sentimentality; less traditional are some highly anachronistic violence and sex. This is Moore doing what he does best, freshly and imaginatively revitalizing moribund genres. He is aided in this case by O'Neill's angular, thin-line art, which evokes period book illustrations without copying them. Forget last summer's execrable *League* movie; in this case, the film wasn't just inferior to the book--it was an insult to it. Gordon Flagg Copyright American Library Association. All rights reserved

San Francisco Chronicle, January 18th 2004: " Moore's script always works on multiple levels...O'Neill's art captures the humour, horror and spectacle of one of the best-known extraterrestrial invasions."- Michael Berry. Essex Chronicle, Thursday October 4th 2004, review by Matt Adams: " This is the *War of the Worlds* as you've never seen it before! A phenomenal fusion of literary giants, mixing legend, myth and pulp fantasy into a triumphant cocktail illustrated with style and aplomb by the great Kevin O'Neill." The Times Supplement December 2004: "Even more decadently filthy, gothic and thrilling than its predecessor...a ripping yarn"; Sunday Mercury (Birmingham) 6 February 2005: " ...even if you've never read H.G Wells, Robert Louis Stevenson or Jules Verne, theres much to be enjoyed."