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## The League of Extraordinary Gentlemen Volume III: Century #3 2009

Alan Moore

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#293251 in Books Top Shelf Productions 2012-07-10 2012-07-10 Original language: English PDF # 1 10.25 x .23 x 6.75l, .46 #File Name: 160309007X80 pages | File size: 23.Mb

**Alan Moore : The League of Extraordinary Gentlemen Volume III: Century #3 2009** before purchasing it in order to gage whether or not it would be worth my time, and all praised The League of Extraordinary Gentlemen Volume III: Century #3 2009:

1 of 1 people found the following review helpful. Mixed Edwardian bagBy C. D. VarnThe Edwardian return to the

League of Extraordinary Gentle is heavy on atmosphere and on characters who have profound effects, but are ultimately incidental to the comic arc. Jinni Nemo's story line involves a somewhat cliched arc turning in the Private Jenny of the "Three Penny Opera", and the background story around Hebbo (who is an obvious incarnation of Aleister Crowley) begins in a fairly obvious manner. The League is much more sedate and, frankly, ineffective compared to its earlier incarnation with more obviously brutal personalities like Hyde and Griffin. Mina's tracing of Mac the Knife is interesting and states true to the idea that she is more or less the only truly useful member of the League. This story seems to more ground work for the two issues, but the it is stylistically very interesting. O'Neill's art is sardonic with just enough hints of the period to carry the book. Moore's critique of the personalities in pulps continue, but in this more obscure volume it seems to just make the adventures of the league that reported off-page seem unlikely. Those critiques aside, this is still a very interesting comic and better than most that gets released, but it doesn't seem to have same pull as some of Moore's other works on the topic. 0 of 0 people found the following review helpful. Moore doesn't quite making the landing here. By C. D. Varn In many ways, this feels like the League is running out of steam. Setting the story as an apocalypse in contemporary times, the plot device used to separate Mina from the Orlando and Quartermain does not seem to really work. Quartermain's return to narcotics use is prompted largely off-the-page. Finally, the dues ex machina and the Habbo's anti-christ are profoundly disappointing. The League just seemed to work out of steam and actually make less and less sense in the context of itself. The characters outside of Orlando, Allan Quartermain, and Mina Harker seem more tangential. Even the critique of the pulp settings and the British empire seem to fade into a commentary on Aeons that seems like weak-tea Thelema. A frustrating book by Moore is given, and Moore's bombs are still better than many comic writer's main runs, but this is a very frustrating book. The contemporary setting does not do much for O'Neil's art as he has less to work with outside of fairly conventional comic art. After 1969 Century book picked the run up a bit, this seems to let it down. IT does mirror some of the New Wave Science Fiction in its concern for flawed characters, but even that length of the comic book really doesn't have time to explore. Hopefully, few League books will have more to say. This feels like Moore wrote himself into an arc that he didn't to which he did not really enjoy the inevitable outcome. 4 of 4 people found the following review helpful. Itty-bitty lettering By marnylee This graphic novel did not translate very well to e-book, in large part because so many pages contained page-wide cells that could not easily be separated for enlarged viewing. My bifocals were barely up to the task of reading the dialogue balloons. Yes, I am that old. Despite that, I enjoyed the book. The story and artwork were good, just painful to view.

Three of Three. The new volume chronicling the exploits of Wilhelmina Murray and her extraordinary colleagues, Century is an epic spanning almost a hundred years. Divided into three 80-page chapters each a self-contained narrative to avoid frustrating cliffhanger delays between episodes this monumental tale takes place in three distinct eras, building to an apocalyptic conclusion occurring in our own, current, twenty-first century. In Chapter Three, the narrative draws to its cataclysmic close in London, 2008. The magical child whose ominous coming has been foretold for the past hundred years has now been born and has grown up to claim his dreadful heritage. His promised aeon of unending terror can commence, the world can now be ended starting with North London, and there is no League, extraordinary or otherwise, that now stands in his way. The bitter, intractable war of attrition in Q'umar crawls bloodily into its fifth year; in Kashmir, a Sikh terrorist with a now-nuclear-armed submarine wages a holy war against Islam that might push the whole world into atomic holocaust; and in a London mental institution there's a patient who insists that she has all the answers.

About the Author Alan Moore is widely regarded as the best and most influential writer in the history of comics. His seminal works include *Miracleman* and *Watchmen*, for which he won the coveted Hugo Award. Never one to limit himself in form or content, Moore has also published novels, *Voice of the Fire* and *Jerusalem*, and an epic poem, *The Mirror of Love*. Four of his ground-breaking graphic novels *From Hell*, *Watchmen*, *V for Vendetta*, and *The League of Extraordinary Gentlemen* have been adapted to the silver screen. Moore currently resides in Northampton, England.