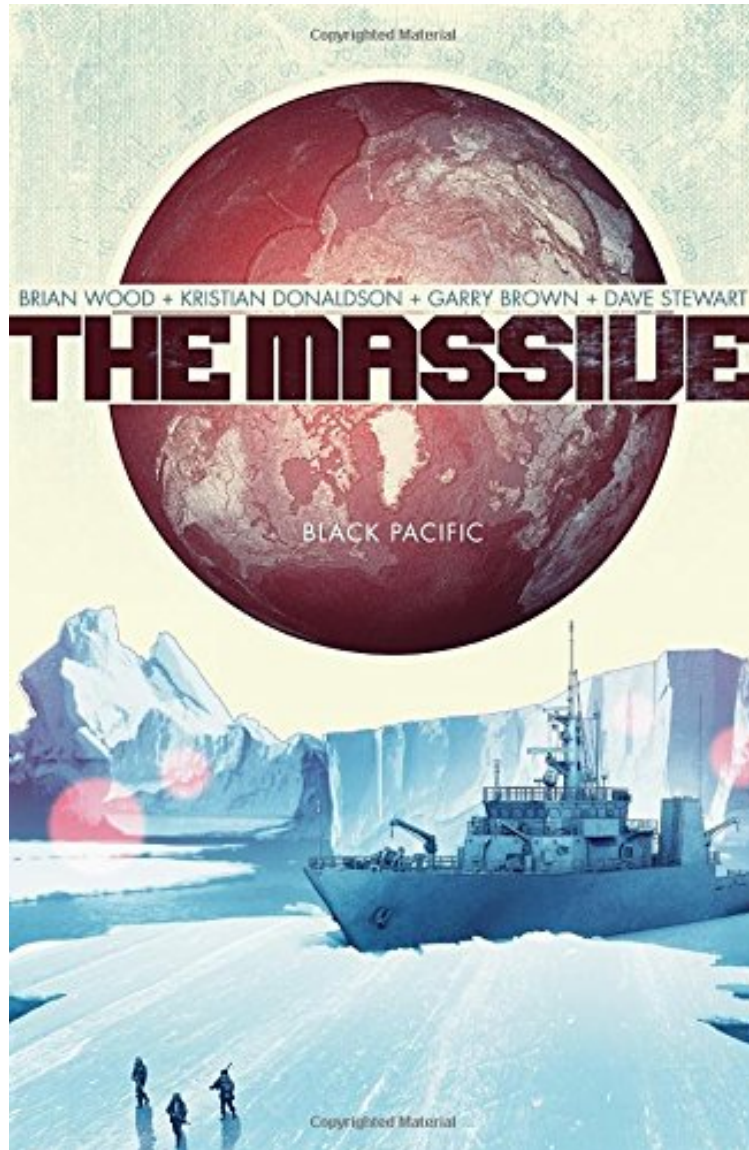


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The Massive, Vol. 1: Black Pacific

Brian Wood

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#273924 in Books Dark Horse Comics 2013-03-19 2013-03-19 Original language: English PDF # 1 10.20 x .34 x 6.70l, .85 #File Name: 1616551321176 pages | File size: 32.Mb

Brian Wood : The Massive, Vol. 1: Black Pacific before purchasing it in order to gage whether or not it would be worth my time, and all praised The Massive, Vol. 1: Black Pacific:

0 of 0 people found the following review helpful. post apocalyptic series that takes place on the high seas By Frank L. Greenagel II The is a very good dystopian story that was written by Brian Wood and illustrated by Kristian Donaldson and Garry Brown. It takes place in the 2010s, shortly after over a dozen different natural and man made disasters occur in a year's time and leave the Earth in a state of death, disaster, and famine. The Massive is the larger of two ships that

make up the Ninth Wave - a pacifist group that is dedicated to protecting the seas from environmental problems. The Massive has gone missing, and the Kapital is searching for it. This story follows the Captain and crew of the Kapital. The Captain is a pacifist. Throughout the first 8 issues of the series (collected in this trade), he maintains those ideals, despite the fact that the world has become a lot more hostile since the year of disasters. The first mate is not a pacifist, but the captain keeps him around for dirty jobs...so, his pacifism isn't total. The introduction to this volume was written by a futurist with an interesting perspective. If you are looking for a new series to read, this one won't disappoint. 0 of 0 people found the following review helpful. A remarkable, terrible world By Stephen Hunt I've never read any of Brian Wood's work before and now I'm wondering how I've missed it if it's as great as this. The Massive takes a peep into a life after the end of the world. The crew of the Kapital, an environmental activist ship, travel through a world shattered by a series of disasters. Floods, tectonic shifts, nuclear incidents have all rendered parts of the world uninhabitable and a gallon of fresh water will buy you a lot more than a wallet stuffed with bank notes. The crew are doing more than just surviving, however. They are in search of two things: their sister ship, The Massive of the title, and a way to carry out their mission of building a better, more peaceful world out of the remnants of what is left. Strong writing and characterisation ensures there is no preachy tone despite the environmental theme, and by no means do all the crew of the Kapital follow the same path. Book one sets up the premise and paints the cast well, it will be intriguing to follow the story onwards. One gripe - and it's purely on the digital side where lovely double page spreads take a bit of scrolling back and forth to follow. 0 of 0 people found the following review helpful. I rarely dislike anything. Brian Wood writes and this book continues ... By Jason Douglas Smith I rarely dislike anything. Brian Wood writes and this book continues that trend. This epic story spans 2 aptly named Massive hard covers. Beautiful art and a cool sea side story.

In this first volume of Brian Wood's new, sprawling postapocalyptic epic, follow the crew of the Kapital from the flooded remnants of Hong Kong to Unalaska, with stops in Antarctica and Mogadishu, as post-Crash ethics and economics are explored across a broken world. Collecting issues #1-#6 of the series, plus three eight page stories from Dark Horse Presents. * From New York Times best-selling author Brian Wood! "I can't wait to see more of The Massive." iFanboy

About the Author Brian Wood is the creator/cocreator and writer of numerous comic books and graphic novels, including DMZ, The Massive, Channel Zero, Demo, The Couriers, Northlanders, Rebels, and Briggs Land. He cowrote the video game screenplay for 1979 Revolution, and has three television projects in active development. His work on company-owned and licensed work includes Star Wars, The X-Men, Conan the Barbarian, and Aliens. In his previous career as a graphic designer, his clients included Rockstar Games, Eidos Interactive, Nerve Software, and Nike. He is most known for his work dealing with near-future world building, but also for historical fiction, sci-fi, and female-friendly YA, all with strong socio-political topics and identity themes.