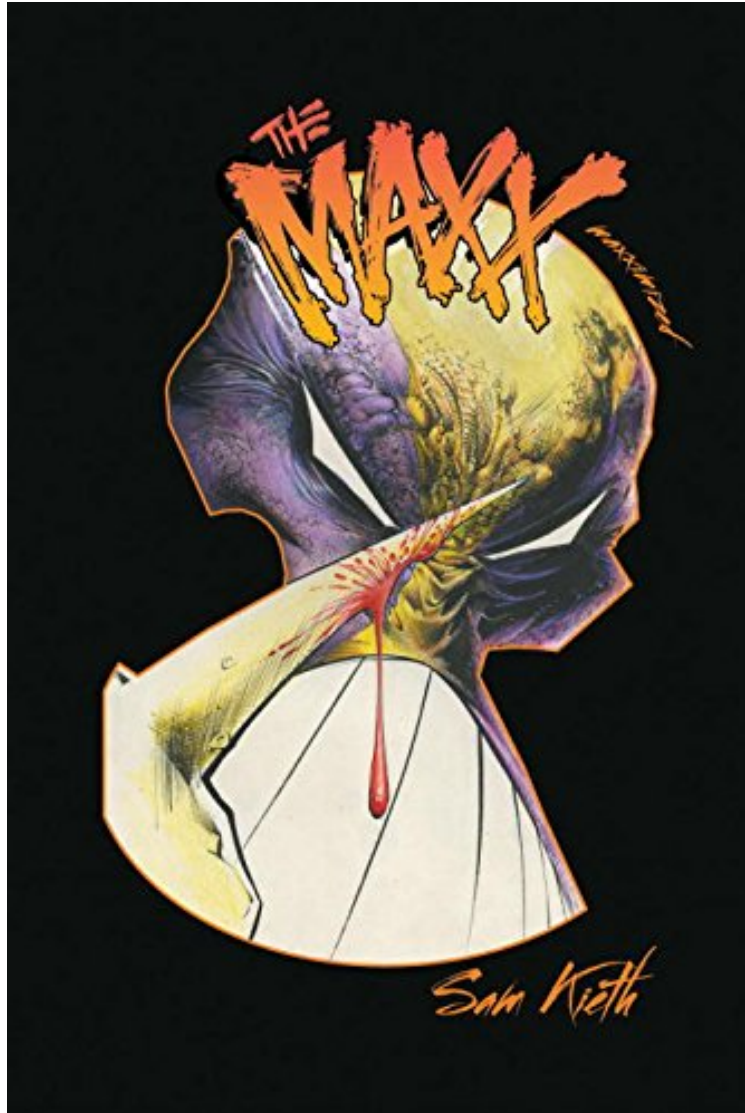


## The Maxx: Maxximized Volume 7

Sam Kieth

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**Sam Kieth : The Maxx: Maxximized Volume 7** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Maxx: Maxximized Volume 7:

0 of 0 people found the following review helpful. The Maxx graphic novel, a must have collection. By CustomerFor any Maxx fans out there, this is a MUST have graphic novel collection. It goes into far more detail than the animated series released via MTV: Oddities. And you may or may not be pleasantly surprised by what they changed to add or release on the animated series. They do go on to advise that the graphic novel was rushed and that they wish they had more time, but trust me, this is a collectors dream. Get it. You will be glad you did. 8 of 8 people found the following

review helpful. It's good for what it is. By Marc Richardson It's good for what it is, remastered copies of Maxx #31-35. However, as a whole, I was hoping more for this series. I have the original comics and there was talk from Sam Keith on his blog of adding additional pages to some of the issues that were removed originally and to have the Dark Horse Mavericks: Happy Endings story added to the end, plus to have the Darker Image #1 story and the Maxx #1/2 story included in the run. However, other than 1 extra page tacked onto the end of one of the issues there's nothing of any of the above included. Given how small these books are, page-count wise, I'm sure they could have included some of these stories as extras in the back of the books to justify the price. I wouldn't even have minded if they weren't recolored. Just nice reprints of them would be nice to have them all in one place. Here's hoping that they make a Volume 8 to include material from Friends of the Maxx #1-3, Darker Image #1, Maxx #1/2, Dark Horse Mavericks: Happy Endings, and Hero Comics 2014. Sort of an addendum book. Unlikely it will happen, but it would be nice.

1 of 1 people found the following review helpful. One of the more strange trips I have read. By C. D. Varn Keith's last arc on The Maxx is profoundly weird. One has multiple psychological realities collapsing into each other, unreliable narrators within unreliable realities, solipsism and depression being manifested literally with Sara collapsing into her outback, Mr. Gone's redemption arc continues in a most bizarre way, and it ends undoing most of everything done. While this is still better than most 90s comics and a lot of comics now--one definitely sees this paving the way for the smarter Comics Image and Vertigo would release--Keith seems to have themed himself almost into incoherence. It completes the run although one does wish some of the Maxx one-offs were included. The new colors are nice, and it is interesting to ponder some of the layer. This second run (the volumes six and seven) is about 2005, written in 1998, and re-run ten years after it is set. The psychological and gender dynamics would make sense now, and Keith's somewhat realistic, if cartoony, depiction of women would be more welcome now as he does not make them a-sexual but also does not sexualize his characters without context all the time. Yet one definitely gets the feeling that Keith's 2005 was processed through the lens of the 1990s and even that was processed through the lens of Keith's youth in the 1970s. The timing seems be dated and yet so retro for 2005 that it doesn't really date.

Volume 7 concludes the re-presentation of Sam Keith's groundbreaking series, The Maxx, with all new colors by Ronda Pattison. Collects the final issues of the series, #31-35, in this oversized hardcover. Originally published by Image Comics starting in 1993, The Maxx became a cult hit of independent comics spawning a TV show on MTV. The series follows its titular hero in the real world as a vagrant and in an alternate reality called The Outback, where he sees himself as a superhero and protector of the Jungle Queen, represented by Julie Winters, a social worker and friend. The series lasted for 35 issues and ended in 1998.

About the Author Sam Keith is a comic book writer and illustrator, best known as the creator of The Maxx and Zero Girl. Keith first came to prominence in 1984 as the inker of Matt Wagner's Mage, and a year later as the inker of Fish Police. In 1989, he penciled the first five issues (the "Preludes Nocturnes" story arc) of writer Neil Gaiman's celebrated series The Sandman and collaborated with Alan Grant on a Penguin story in Secret Origins Special #1. In 1993 Keith created the original series The Maxx for fledgling publisher Image Comics. The Maxx ran 35 issues, all of which were plotted and illustrated by Keith. William Messner-Loebs scripted #1-15 and Alan Moore wrote #21. In 1995, The Maxx was adapted as part of MTV's short-lived animation series MTV's Oddities. After taking a break from comics to pursue other interests, Keith created the series Zero Girl for DC Comics' Wildstorm imprint in 2001. He followed that with the drama Four Women later that year and Zero Girl: Full Circle in 2003. In 2010, Keith wrote and illustrated the original hardcover graphic novel Arkham Asylum: Madness, which spent two weeks on The New York Times Best Seller list, reaching number five in the category of "Hardcover Graphic Books."