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Mairghread Scott, John Barber, Sarah Stone
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#477544 in Books IDW Publishing 2015-08-25 2015-08-25 Original language: English PDF # 1 10.25 x .38 x 6.69l, .0 #File Name: 1631403869152 pages IDW Publishing | File size: 58.Mb

Mairghread Scott, John Barber, Sarah Stone : Transformers: Combiner Wars before purchasing it in order to gauge whether or not it would be worth my time, and all praised Transformers: Combiner Wars:

8 of 9 people found the following review helpful. This is just "ok" By MONTE M. I have to somewhat agree with Doug's review. I agree that there was too much going on (especially the last 2 issues). I like the fact that the Autobots were able to link a Space Bridge to Caminus I enjoyed the pacing of the first 3 issues. But after that, there is simply too much going on here the shifts in art style are kind of jarring. I like the idea of what they are doing the ambition of

the story, but the execution leaves much to be desired. This is especially disappointing to me given how good the last Volume of RID was. If anything, this collection further showcases the vast superiority of Robert Milne's MTMTE. Nowhere has that disparity been more obvious than in comparison to this collection. All that said, it's not a complete disaster. Some very important plot devices are introduced here. I'd just go to TFWIKI to read a summary of the issues in this collection vs buying it to be honest. That way you get the key concepts narrative aren't lost going forward.0 of 0 people found the following review helpful. need to read RID volume 7 firstBy Frank L. Greenagel IIThis volume did the best job at developing Starscream both as a character and as a plot device. It appears now that he will be entrenched in power for a long time, which will allow for strong stories. Prowl (and others) complaints about winning the war and then having Starscream in charge, Megatron on the Autobots and lots of dead friends is excellent - throughout history the outcomes of war are very different than those that fought (and won) wanted.The different artwork is not a problem, especially because it represents different times or settings. I am someone who likes consistency in my comic art, but again, no problem with what other reviewers are complaining about.The resolution of the Combiner Wars is a bit silly, but otherwise, this is a good story about how Starscream is expanding his power and reach.1 of 1 people found the following review helpful. Not a bad story but varying art and sparse story keep this from greatness.By Kersey22This is far from my favorite storyline in the IDW Transformers series but it's not bad. The art was distracting due to the switching back and forth from very different styles. I find keeping the art relatively cohesive, keeps the story more cohesive as the mood tends to stay the same. The writing was also a bit sparse in this story, as this is a quick read with relatively little content. The follow-up to this story arch is actually turning out to be more interesting than the Combiner War itself.The high points are really for those of us into the toys as well. They artists did a good job of capturing the combiner toys and pulling them into the story. As usual, they did Hasbro proud making us want to bring home the goods. The fights were well done although short.Overall, this story moves along the IDW lore but I don't believe it will be an arch many people will reread, maybe just flip through to remember the high points and combiner goodness.

The Autobots and Decepticons uneasy peace is threatened by the flames of war! Starscream ruler of Cybertron makes contact with Windblade's homeworld and the only defense against a new Cybertronian Empire are Combiners multiple Cybertronians forming together into huge, dangerous forms! Collects issues #3941 of Transformers and the first three issues of Transformers: Windblade Combiner Wars.

About the AuthorMairghread Scottgrew up in Dearborn, Michigan, a suburb of Detroit, and was raised on a healthy diet of Shakespeare, Monty Python, and three iterations of Star Trek. After college, Mairghread worked her way up as an assistant while writing plays and honing her talents. Then she landed a job as a Script Coordinator for Transformers Prime and G.I. Joe Renegades. Mairghread got her first opportunity to join a writer's room there and it led to her first professional script, "Stronger, Faster." Since then, she has written for many different TV shows and comic books as a freelance writer and story consultant. She has had the joy of helping to create the first fan-built transformer, Windblade, and bring her to life in the IDW comics series of the same name as well as writing Windblade's introduction to the new animated series Transformers Robots in Disguise. John Barber is a former Marvel and IDW Publishing editor now focused on writing comics. Credits include: Optimus Prime, Doctor Strange/Punisher, Ultimate Spider-Man Infinite Comics, Revolutionaries, Back to the Future, and Action Man comics!