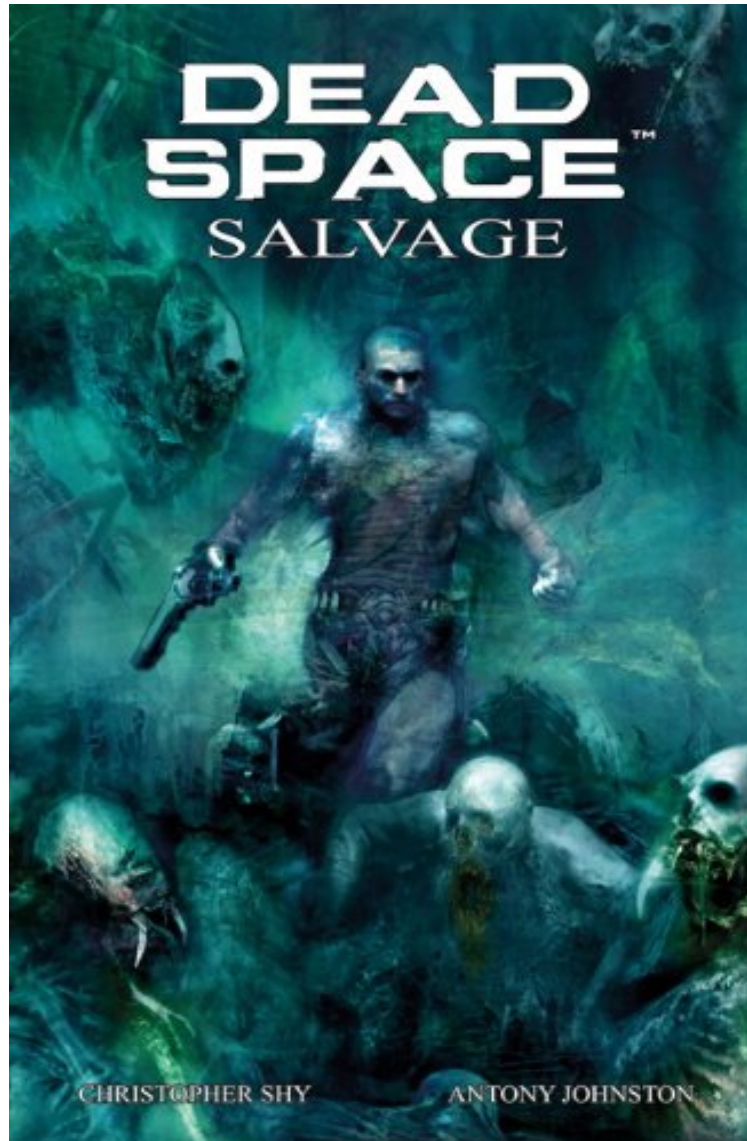


(Download) Dead Space: Salvage

Dead Space: Salvage

Antony Johnston

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#642325 in Books 2013-02-05 2013-02-05 Original language: English PDF # 1 10.18 x .25 x 6.611, .40 #File Name: 1781165521128 pages | File size: 24.Mb

Antony Johnston : Dead Space: Salvage before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dead Space: Salvage:

0 of 0 people found the following review helpful. Great StoryBy MattGreat expansion of the Dead Space Mythology. Has a really good cast of characters that you will be rooting for. They should have really used this story line to make a new dead space game. My only real complaint is the fact that the binding of this book feels like its going to fall apart.1 of 1 people found the following review helpful. I hope you like puke green because the Artist sure did!By Ryan J.

Himebaugh The artwork throughout the whole comic is just ugly and it looks at times as if the background is trying to swallow the characters. Differing from the characters is near impossible and I found myself having to flip back to the first page which has a character lineup constantly. The necromorphs look like they were pulled straight from very early concept from the first game. It's hard to take necro attacks serious since it looks like like as if some child is having two cardboard cutouts fighting one another. The story is also pretty weak it follows a group of illegal miners who stumble upon the Ishimura and even absent the marker the crew turns into necros and everyone dies but one person. It also adds obligatory earth gov/Unitologist subplots which go nowhere and just add more questions. 1 of 1 people found the following review helpful. Altman be praised! By BlueStar The comic book prequel to the hit EA video game Dead Space, whose name it shares, chronicles the story of Abraham Neumann and the discovery of a "marker" on a planet that is set to be destroyed for resources. Humanity is in the process of searching the stars for planets that can be utilized for resources and this was a mere routine "planetcrack" until the marker was found. Neumann and others notice depression and bouts of anger and rage in the miners that were exposed to the big rock and the Unitologists, a religious group obsessed with the marker, are making matters worse. It's not until the dig team experiences murders from the crazed miners that things get heated but the higher-ups decide to leave the marker where it is and continue exposing it to the people. Neumann and the resident techie Marla try to contact the orbiting ship, Ishimura, amidst the chaos of the religious committing suicide to become "one with their god" and the crazy going on killing sprees but learn that comms have been down since the leaders of the mission went ahead with their planetcrack. Neumann discovers an alien substance that spreads like a virus and Marla finds out that the aliens do in fact use a recombinator virus to infect others and continuously infect others and they do so but reanimating the dead. At this point, the ship is riddled with Necromorph monsters that are killing everyone in sight and using the dead bodies to turn more Necromorphs and Neumann and Marla, after realizing all the shuttles are destroyed, head to the comm tower to contact the Ishimura but there's no real hope left and Neumann resorts to making one final vidlog as a warning to those that decide to head down planet-side. He reminds them that they might not like what they find if they come looking for him. So, this rare TPB is a prequel to the Dead Space game starring Isaac and basically shows how the marker brings forth an alien virus that infects everyone and quickly takes over. It doesn't really shed any light as to how the physical manifestations find their way onto the ship or how they grow so abnormally fast but it does show it from beginning to gory end. It was a great read and the art, although some don't like it, was very unique. The coloring was based on where the scene was taking place (so it was easy to spot scene transitions) and it was dark and, when in a chaotic setting, blurry just to make things more tense. The writing was very typical of a sci-fi movie but was decent nonetheless. Overall, I really enjoyed it and it's a really fun read if you've played Dead Space at all! I highly recommend it if you can find it under \$100!

ONE OF THE HOTTEST GAMING FRANCHISES OF THE DECADE! Anticipating the release of Dead Space 3, we collect Dead Space: Salvage #1-6 in a stunning graphic novel, including never-seen before materials! When a group of freelance miners find the abandoned USG Ishimura in deep space, their once-fortunate luck turns into a catastrophe. With the Earth Government racing to reclaim the ship and an army of Necromorphs wreaking havoc on board, do the miners have any hope of surviving?

"A fast and entertaining read." Fear Net About the Author Antony Johnston is a British author and comic book writer. A frequent collaborator with Alan Moore, he has adapted numerous Moore prose works into graphic novels (including THE COURTYARD, ANOTHER SUBURBAN ROMANCE, and HYPOTHETICAL LIZARD, among others) and expanded upon ideas originally conceived by Moore with the horror series YUGGOTH CREATURES and NIGHTJAR. Johnston is also the creator of the apocalyptic comic book series WASTELAND and has written DAREDEVIL for Marvel Comics. Fantasy and Science Fiction artist, Christopher Shy, is known for his book cover work, computer game design and graphic novel illustration. In 2010, Christopher and his studio, Studio Ronin, completed the eagerly-anticipated graphic novel, Dead Space: Salvage.