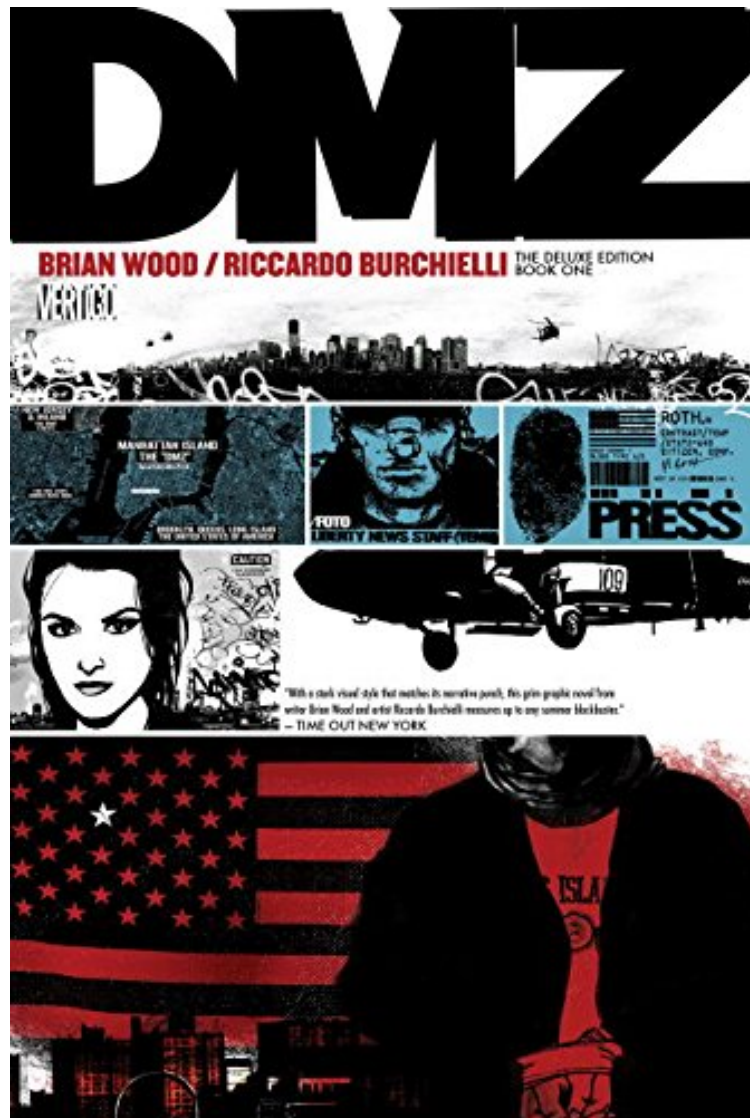


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DMZ Book One

Brian Wood

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#281132 in Books Brian Wood 2016-05-10 2016-05-10 Original language: English PDF # 1 10.20 x .70 x 6.70l, .0 #File Name: 1401261353304 pages DMZ Book One | File size: 75.Mb

Brian Wood : DMZ Book One before purchasing it in order to gage whether or not it would be worth my time, and all praised DMZ Book One:

1 of 2 people found the following review helpful. Great startBy Tiffi love this book. It was an interesting read and a great start to a series.1 of 3 people found the following review helpful. Great comic for a greatpriceBy CustomerOn of the best comics I ever read and it comes with the first 12 issues3 of 4 people found the following review helpful. Very entertaining comicBy R. Scott UhlsFor anyone who likes dystopian stories, this is a great comic. I like the storyline, with several interesting insights into the world as it might be if the people of Manhattan decided that they no longer

needed the rest of the US to tell them what to do, or if they got so tired of terrorism they decided to break off. This story is a combination of *Escape from New York* and *Nightcrawler* and the only reason why I didn't give it 5 stars is because I'm not a huge fan of the art, but it does help create a very apocalyptic feel

Collecting the first 12 issues of the series about the ultimate embedded war journalist trapped in a most unlikely war zone: the streets of New York City. In the near future, America's worst nightmare has come true. With military adventurism overseas bogging down the Army and National Guard, the U.S. government mistakenly neglects the very real threat of anti-establishment militias scattered across the 50 states. Like a sleeping giant, Middle America rises up and violently pushes its way to the shining seas, coming to a standstill at the line in the sand -- Manhattan or, as the world now knows it, the DMZ. Matty Roth, a naive young man and aspiring photojournalist, lands a dream gig following a veteran war journalist into the heart of the DMZ. Things soon go terribly wrong, and Matty finds himself lost and alone in a world he's only seen on television. There, he is faced with a choice: try to find a way off the island, or make his career with an assignment most journalists would kill for. But can he survive in a war zone long enough to report the truth? Collects issues #1-12 of the original monthly series.

Wood and Burchielli gut-wrenchingly portray the chaotic reality of life in a war zone. **THE WASHINGTON POST** DMZ is incredible. It is addictive and brutal a perfect antidote to the flag-waving Fox News broadcasts of the War on Terror. **CHICAGO SUN TIMES** The dramatic images recall the nightly news, and the stories of war-zone life ring true. Grade: A- **ENTERTAINMENT WEEKLY** "Burchielli's outstanding art really sells the story by intensifying familiar urban grunge into a Third World-like battle zone... This book is a disturbing, challenging success." **PUBLISHERS WEEKLY** "Wood's captivating series... combines the thrill of a summer blockbuster with the dire realities of war and dose of social/political commentary. Must-see series!" **USA TODAY** About the Author Brian Wood developed his skills as a comics writer and designer while working a string of Internet design jobs. Since then he has created a series of successful comics and graphic novels, most notably *DMZ*, *Demo*, *Northlanders*, *Channel Zero* and *The Couriers*. In addition to earning him international acclaim, these projects have also resulted in four Eisner Award nominations. Brian was also a designer for the video game franchise series *Grand Theft Auto* for Rockstar Games.