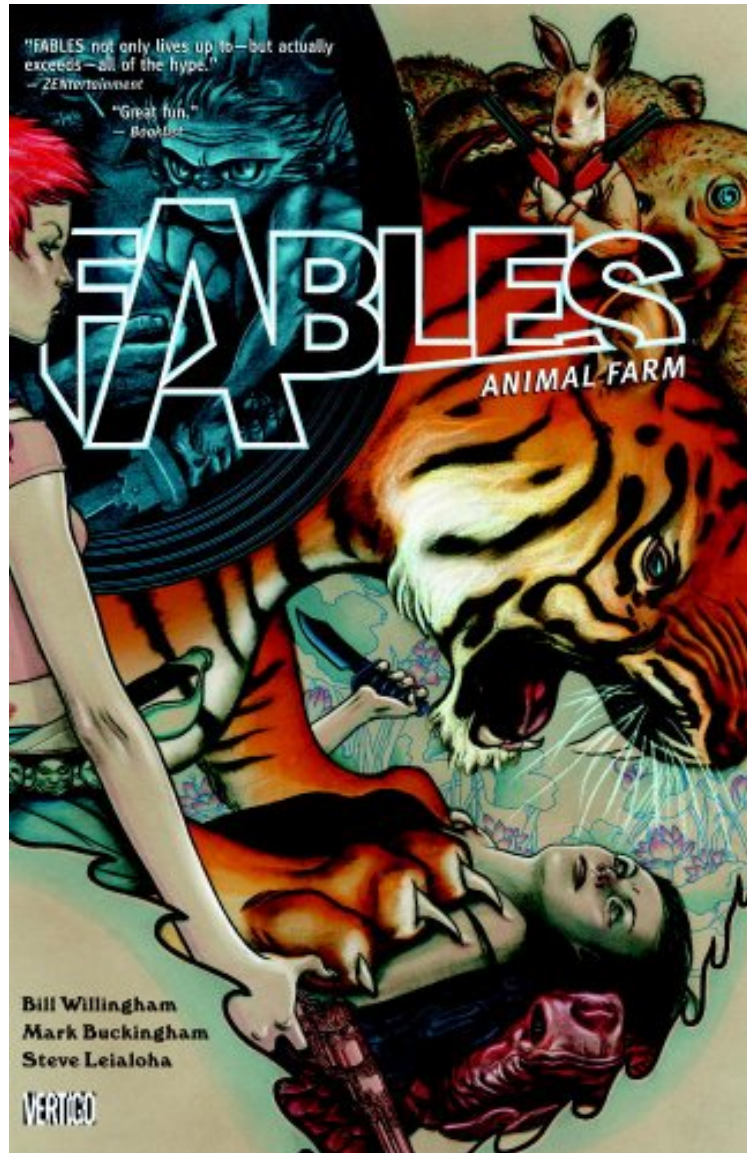


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Bill Willingham

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#152806 in Books Bill Willingham 2003-08-01 2003-08-01 Original language: English PDF # 1 10.20 x .30 x 6.60l, .42 #File Name: 140120077X128 pages Fables Vol 2 Animal Farm | File size: 44.Mb

Bill Willingham : Fables Vol. 2: Animal Farm (Fables (Paperback)) before purchasing it in order to gage whether or not it would be worth my time, and all praised Fables Vol. 2: Animal Farm (Fables (Paperback)):

1 of 1 people found the following review helpful. Beasts of England, Beasts of Ireland....By James B. Anyone with 10th grade knowledge of literature knows where this story is going. Snow White and Rose Red travel to the Farm, the fable community for the fables who can't pass for human, to find that a revolution is afoot. If something isn't done, it will soon be all out war. Willingham shows he has a great grasp on writing characters. The cast list for the first volume

was already long, and this volume expanded it even further. The one weakness I would have to pick out is Snow White. She starts this story too slow on the uptake of what's going on, and I don't think it fits with someone who is supposed to be ruling Fabletown. The artwork, too, is an inspiration. I'm ready to check at vol. 3 after this. 0 of 0 people found the following review helpful. Where we learn that even Fables can die. By Scott Brinson I enjoyed this second installment in the Fables series even more than the first. With much more serious issues at hand, and a great expansion upon the cast of characters, ANIMAL FARM is where the overall story arc really gets going. As the Three Little Pigs and Goldilocks plot revolution, Snow White and Rose Red stumble upon a secretive meeting that has the potential to jeopardize the entire Fable community. Murder and strong-arm tactics by the revolutionaries make this story one of grisly revelations and desperate chases. With the cast of characters continuing to grow (and sometimes shrink), the reader becomes more and more familiar with the setting and the story, allowing Willingham to expand the scope of his writing and include more [sometimes quite vague] allusions to other tales. This second volume also contained a lot more of the fanciful than the first. Giants, dragons, and talking animals galore make this a pure fantasy with nothing even remotely ordinary. Also, this is not a tale for children, with sexual references and graphic gore spread throughout (PG-13). With the introduction of the horribly extreme Goldilocks (seriously, a bear??) and Rose Red's new role, the future of the series promises to be highly entertaining. Can't wait to continue. 0 of 0 people found the following review helpful. Nowhere Near As Good As Volume One. By Sam There were a few things in this volume I enjoyed, such as the moment when Reynard the Fox figures out how to free Weyland Smith, and in general, the number of interesting fable background characters. However, my reaction to this volume is a great big 'Meh'. The premise sounds like it would make for a solid arc. It's about the farm of Fables who are incapable of passing as human rebelling against their humanoid counterparts. But for a set-up that sounds pretty exciting, there's really very little action. There's a scene where Reynard and Snow White fight/get chased by Shere Khan from 'The Jungle Book', and another where some giants and a dragon are used for intimidation purposes, but nothing much outside those two moments. Bigby Wolf, who is a character I really enjoyed in the first volume, has very little presence in the second. Snow White serves as the protagonist of this arc. There's nothing wrong with that, but she really doesn't do anything interesting. The final major problem I have with this volume (and I'll be the first to admit this is a matter of personal taste), is the manner in which those who led the rebellion are dealt with. I won't describe it, but if you consider yourself at all progressive, there's a good chance it will bug you.

Collecting FABLES #6-10, the second story arc of the fan-favorite, critically acclaimed VERTIGO series. Travel to upstate New York, where the non-human Fable characters have found refuge on a farm, miles from mankind. But all is not well on the farm and a conspiracy to free them from the shackles of their perceived imprisonment may lead to a war that could wrest control of the Fables community away from Snow White. Starring Goldilocks and the Three Bears. Plus, a sketchbook section featuring art by Willingham, Buckingham and Jean.

From Booklist Although quite political, the second story-arc (as they felicitously call a plot in comics land) from Willingham's Fables comics isn't a version of Orwell's political parable. In it the scene shifts from the New York enclave of the human Fableland exiles to the upstate farm their animal and insufficiently human-appearing fellows inhabit. Snow White, who runs things for King Cole, makes her biannual farm visit, with fractious sister Rose Red in tow. There they find manager Weyland Smith nowhere in evidence and many nonhuman Fables talking up repatriating Fableland by force. What has actually happened is a still-covert coup led by animal-rights-spouting revolutionary Goldilocks. Snow and Rose get significantly up a creek before learning what's afoot from loyal Reynard, who, though a genuine fox, isn't above ogling those of other species. Despite some grisly developments, including a black-hand-style murder and a nearly successful assassination, this is about as much fun, if as conventional-comics looking, as Fables: Legends in Exile [BKL F 1 03]. Ray Olson Copyright American Library Association. All rights reserved About the Author Bill Willingham has been writing, and sometimes drawing, comics for more than 20 years. During that time, he's had work published by nearly every comics publisher in the business, and he's created many critically acclaimed comic book series, including Elementals, Coventry, Proposition Players, and of course the seminal Vertigo series Fables, as well as its spin-off series Fairest, Jack of Fables and The Literals. His work has been nominated for many awards, including the Eisner, Harvey, and Ignatz comic industry awards and the International Horror Guild award. He lives somewhere near a good poker room.