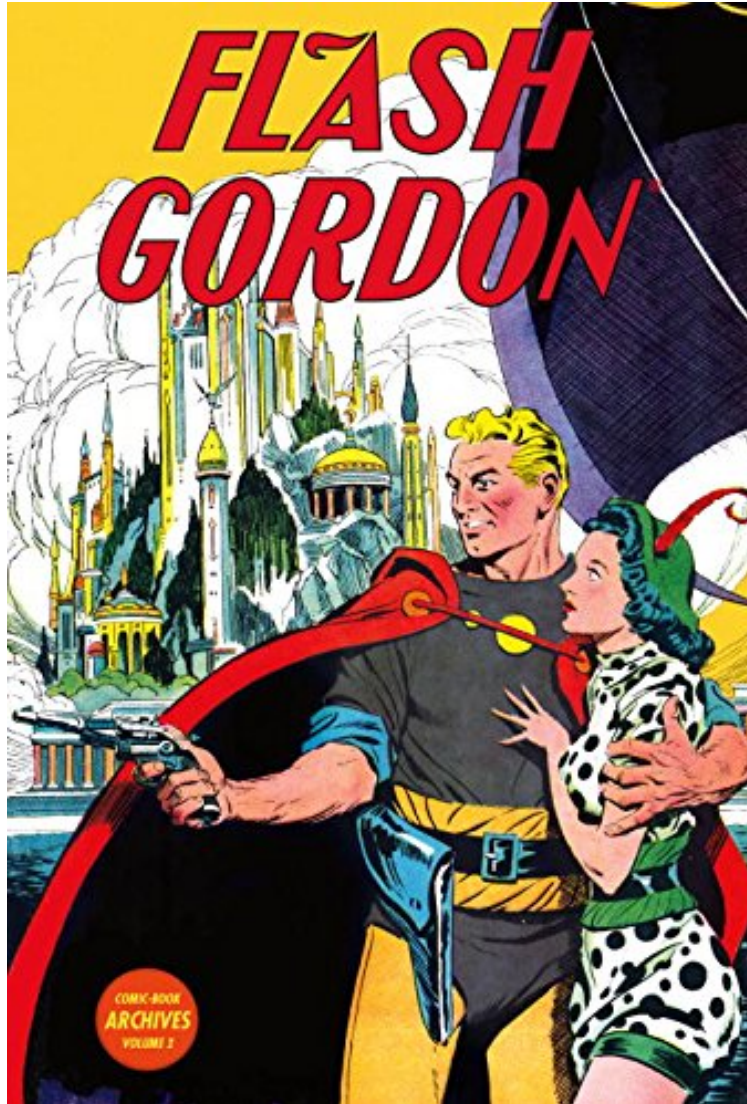


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Flash Gordon Comic Book Archives Volume 2

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Al Williamson, Bill Pearson, Archie Goodwin, Others : Flash Gordon Comic Book Archives Volume 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised Flash Gordon Comic Book Archives Volume 2:

4 of 4 people found the following review helpful. The next volume in this archive reprint of Flash Gordon comic booksBy Michael R. BrownThis is the second volume of what will be several reprinting the various Flash Gordon comic book series from different publishers. At the time of this review, there are 3 out, with a fourth on its way, and probably atleast one more.This volume reprints the stories published by King Comics, a very short lives (1966-67)

attempt by King Features Syndicate to have their own comic book line. I don't know why it ended, can only assume they had distribution issues. Prior to this, pretty much all their stuff had been published by Western (first with Dell, and later thru their own Gold Key imprint). After this, all their titles went to Charlton (why there instead of back to GK, I have no idea). King Comics run of was Flash Gordon issues 1-11, and backup stories in The Phantom 18-20. The art included work by such veteran artists as Al Williamson, Wallace Wood, Frank Bolle, Gil Kane, Ric Estrada, Reed Crandall, Mac Raboy, as well as two issues reprinting Alex Raymond's 'The Tournament of Mongo'. Just in term of the quality of artwork, this was the high point. As to the stories. As noted, there was a short-lived backup series in the Phantom comics, with art by Wally Wood. This was a separate storying of Flash against space pirates that sadly wasn't finished. In the main comic, the first issue gave a brief synopsis of what had happened in the early comic strip with Flash and friends on Mongo, and had a couple of great stories in the style of those original ones. The second and third issue again had a variety of stories of Flash company, one of which pitted Flash against Ming. The fourth issue started what would be a long series of adventures in the 'lost continent of Mongo', that would run thru issue 8. Along with these were various other stories of Flash and company. Issues 9-10 reprinted Raymond's "Tournament of Mongo" storyline from the classic strip. Am not certain when this originally ran, but know it was earlier in the series. And issue 11 leaves with another 2-part story of Flash and company in an adventure in the lost areas of Mongo. Overall, an great collection, despite a few low points.

0 of 0 people found the following review helpful. **BLASTING OFF ON A DESPERATE MISSION TO SAVE THE EARTH FROM THE EVIL CLUTCHES OF MING, THE MERCILESS!**...By cornbreadthedog I have always liked FLASH GORDON to some degree, but I have never ever really bought any of the comic books or checked out any of the old FLASH GORDON movies. However, I totally remember the cool 1980'S Filmation FLASH GORDON cartoon show. So, while in a local comic book store, I took a chance and picked up this book! After thumbing through the first few pages, I was hooked like a bass trout on a weekend fisherman's angle line! What kidnapped my eyes at "ink-point" was AL of WILLIAMSON'S amazing and spectacular artwork that he did on the FLASH GORDON: GOLD KEY COMICS (that are being reprinted here in this edition)! Man, if I was at charge over at GOLD KEY COMICS back in the day, I would have chained AL WILLIAMSON to his desk and would have never let him leave the building until this comic book series was finally over! I would have doubled or tripled his salary just so's he could finish the run of FLASH GORDON comics for the GOLD KEY publishing label! For me, AL WILLIAMSON, is the definitive FLASH GORDON artist and this book is simply awesome! Any other comic book artist coming after WILLIAMSON'S beautiful work on FLASH GORDON just, sadly, pales in comparison! It's a real crying shame that AL WILLIAMSON didn't draw all of the FLASH GORDON: GOLD KEY COMICS that are shown here in this very sweet collection. However, FLASH GORDON: COMIC BOOK ARCHIVES (VOLUME TWO) is still worth every single solitary penny! You get great adventure, romance, alien worlds, sexy damsels in distress, flying spaceships, and an all-American football hero now turned into an iconic super hero to save mother Earth from the sinister forces of the warlike planet, MONGO! Honestly, though? I only dust about every two months or so but, trust me, this book sits proudly in my collection!..Dust free! Anything less? Why that would be punishable in the radioactive blue ice mines of MING, THE MERCILESS, for 17 years! (Insert an evil alien warlord's world conquering maniacal laugh right here!).....

1 of 1 people found the following review helpful. Gold Key had poor circulation and used various artists. By Ray Polsona very interesting collection of gold key flash gordon comics. Gold Key had poor circulation and used various artists. Al Williamson did the covers on several issues, interiors in 3 comics. Alex Raymond art is featured in 2 comics and Reed Crandall in 2 comics as well. Mac Rayboy in 1 and a few pages of Wally Wood art. Overall, this book is a bargain filled with great art.

Launch into a new era of classic comics storytelling with the second volume of Flash Gordon Comic Book Archives! When the Flash Gordon title made its move to King Comics in 1966, it was the start of a brilliant new look and a giant leap forward in storytelling and character. Flash, his beautiful companion Dale, and impulsive scientist Dr. Hans Zarkov face all-new perils and all-new villains in these space-age stories, with amazing art and stories by the legendary Al Williamson, Archie Goodwin, Mac Raboy, Gil Kane, and Reed Crandall. Flash Gordon Comic Book Archives Volume 2 contains over 20 thrilling, gorgeously illustrated stories, planetary maps, original ads, and more. Join the brave and just Flash Gordon as he boldly travels the spaceways!