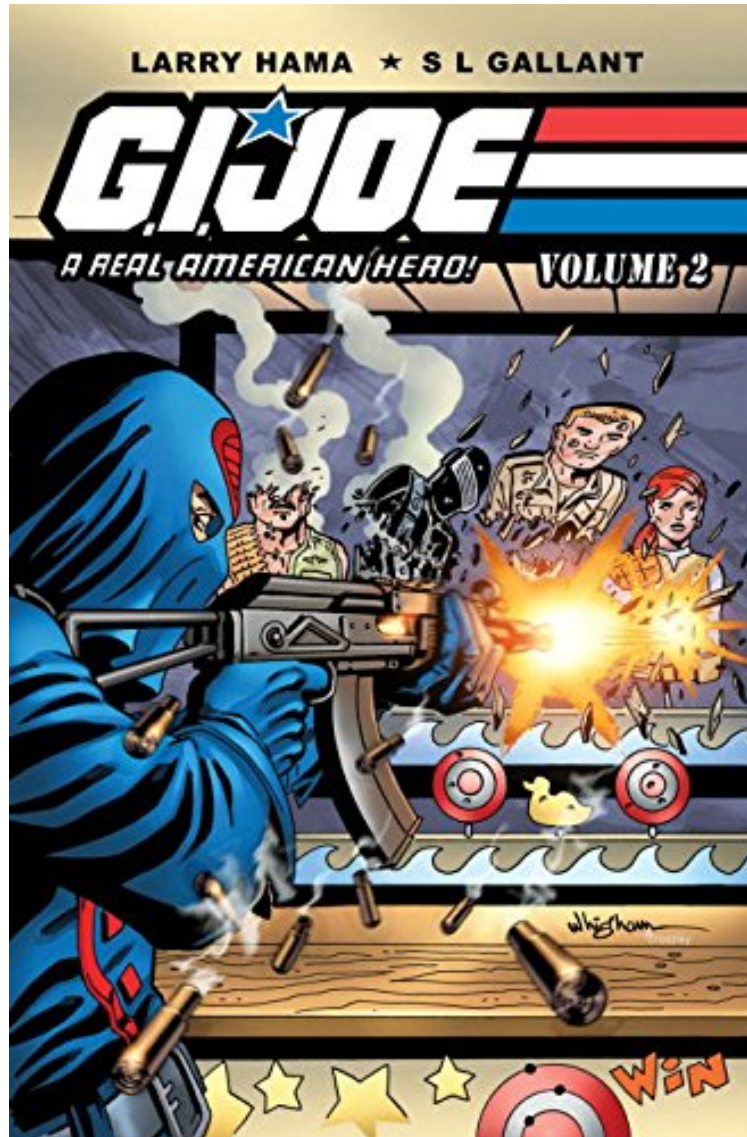


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G.I. Joe: A Real American Hero, Vol. 2

Larry Hama

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Larry Hama : G.I. Joe: A Real American Hero, Vol. 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised G.I. Joe: A Real American Hero, Vol. 2:

1 of 1 people found the following review helpful. Then again, maybe you can go home again By Kid Kyoto White I was disappointed by the first book of this series, Book 2 more than made up for it. The Joes have been re-established and returned to their Utah base the Pit. We see some classic characters return and the series as a whole feels more fun and more like the original run than Book 1 did. In this book Snake Eyes is captured and brainwashed, Cobra attacks the Pit,

the Baroness is captured, we get a dogfight between a Rattler and a Skystriker and old story lines the the Battle of Springfield are referenced. There's a ludicrously over the top battle between a brainwashed Snake Eyes and a now-heroic Storm Shadow where the various ninja characters being cranked up to superhero levels. I couldn't quite decide if it was stupid or awesome but then again that was one of the charms of the original series. My early concerns that GI Joe was going too dark are addressed right at the start where the Joes make it clear they do not torture. It's a great scene and it's sad that these days Hama actually has to make a point of saying that. So yeah, while the first book left me a bit cold this one really felt like GI Joe was back to its classic roots. 4 of 4 people found the following review helpful.

The Joes Reopen The Pit! By Ernest Robertson This is the second trade collecting Larry Hama's continuation of his original Marvel series and contains issues #161 to #165. (If you're looking for original Marvel issues #1-155 they are being reprinted in the "Classic G.I. Joe" trades.) Visually every issue in this collection is amazing - SL Gallant's work is a huge improvement over the art in the previous volume (#155.5-160) and is a perfect fit for G.I. Joe. As for Larry's writing on this volume let's take it an issue at a time: #161 - An OUTSTANDING read! We get a great, great action sequence featuring Clutch in the original VAMP, Lady-Jaye and Gung-Ho taking on a Cobra Stinger and updated version of the HISS tank. Love it! The Joes return to the Pit, their secret subterranean base and Gallant's portrayal of the Pit is spectacular - not to be missed! And we get what I consider to be one of the best Storm Shadow sequences ever - we don't see him in action, but the way he outwits the Joes is brilliant and hilarious! This is Larry Hama at the top of his game and accompanied by one of the best art teams to ever touch G.I. Joe. #162-163 - The "Dark Snake-Eyes" plot that was introduced in the last trade in #160 comes more into play here. To be honest I'm not crazy about the Dark Snake-Eyes idea - I prefer to see him as a good-guy instead of a brainwashed bad-guy. However both these issues still deliver plenty of Joe goodness, including an all-out brawl between Lady-Jaye and the Baroness! Good stuff, but a step down from #161. #164 - A disappointing issue. Without giving anything away, Destro pulls something off far too easily without the Joes putting up the level of resistance that they should be capable of. Also Larry Hama uses a character that he killed off way back in #113, creating a continuity glitch. (By the way, if you don't have #113 in your original Marvel comic collection then you absolutely must get Classic G.I. Joe Volume 12 - you won't be sorry.) This continuity glitch is dealt with, however, in #168 which will be in the next trade. Despite my complaints for #164, it's not all bad. We get to see Ace in action in the Skystriker and there's some cool stuff with Spirit fighting BATS as well. #165 - Split evenly between two stories - 11 pages for each. One story deals with concluding the Dark Snake-Eyes/Brainwave Scanner plot. The other is Ace in the Skystriker vs. Wild Weasel (or a generic Rattler pilot) in the Rattler. The Brainwave Scanner half of the issue is ho-hum, but the Ace half of the issue is sheer excellence with Hama again at the top of his game! Again, there is a cover gallery featured at the end, but unlike the last volume, the Hama sketch covers are not included which is a disappointment. Over all this is a good collection and I recommend it to any Joe fan, but it isn't without flaws... 0 of 0 people found the following review helpful. Great read. The original joes in an updated format

Excitement? Adventure? Military action? This wouldn't be G.I. JOE without 'em! The battle between COBRA and G.I. JOE heats up, as their former comrade, Dark Snake Eyes, is unleashed on the Joes. With Storm Shadow on their side, though, they may still be able to turn the tables. Can the Joes beat back the COBRA offensive? Featuring the incredible team of S L Gallant and Gary Erskine on art, Larry Hama's newest tale may just be the most thrilling G.I. JOE: A Real American Hero arc yet!

About the Author Larry Hama is a writer/cartoonist/illustrator/actor/musician who has worked in comics, tv and film. In comics, he has written, edited or drawn for Avengers, Blaze, Nth Man, The Nam, Conan, Batman, Wonder Woman, Bizarre Adventures, X-Men, Spider-Man, Daredevil, and dozens more. He is best known as the writer of Marvel's G.I. JOE comics in the 80s and as the writer of Marvel's Wolverine in the 90s. Recent script credits include Batman: Shadow of the Bat, and Wonder Woman for DC Convergence, G.I. JOE: Origins and G.I. JOE: A Real American Hero for IDW, and Call of Duty: Black Ops for Dark Horse. Recent art credits include breakdowns for DC Comics Deathstroke. His illustrations and cartoons have appeared in National Lampoon, Esquire, New York, and Rolling Stone. He has appeared on Broadway in Stephen Sondheim's Pacific Overtures and on TV in M*A*S*H, SNL, and Another World. He lives in New York City. S.L. Gallant is a Washington, D.C.-based comic book artist who's worked for such publishers as DC, Marvel, Dark Horse, Chaos, and Malibu. His best known work, however, is on IDW's version of G.I. Joe he's drawn nearly 100 issues for the franchise, across various titles. He previously worked in advertising, for clients that included Carl's Jr, Kraft Foods, and the CDC.