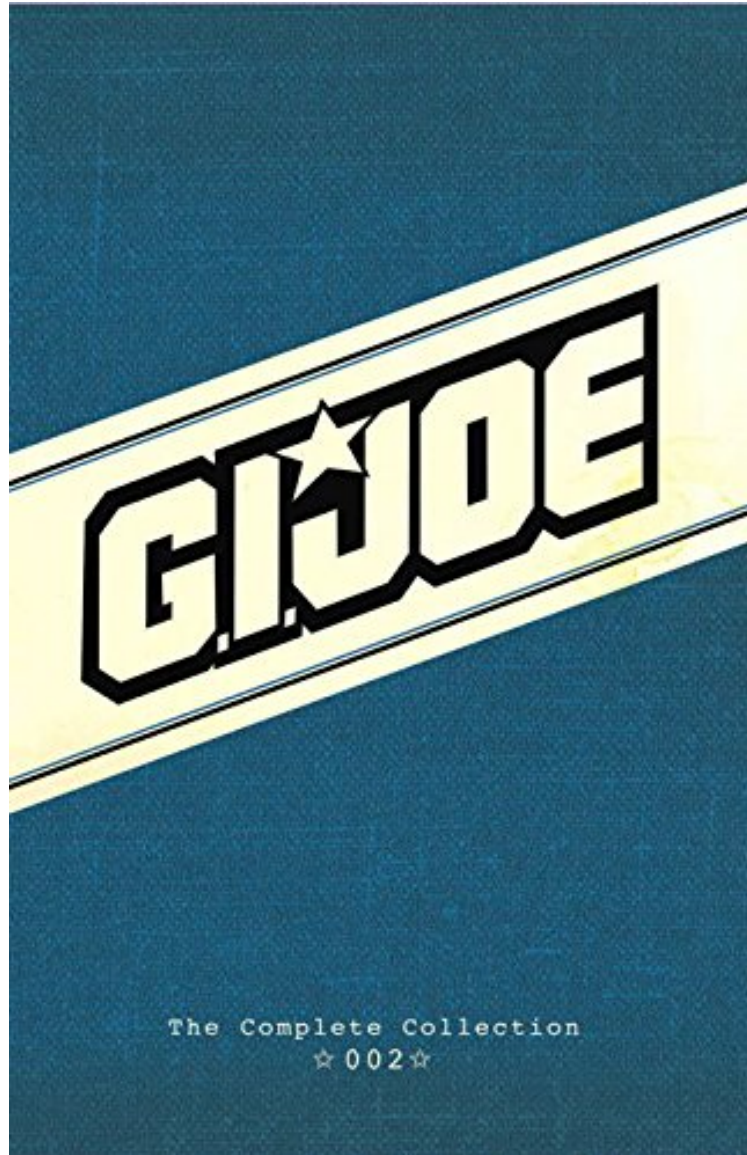


(Download free pdf) G.I. JOE: The Complete Collection Volume 2

G.I. JOE: The Complete Collection Volume 2

Larry Hama, Steve Grant

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Larry Hama, Steve Grant : G.I. JOE: The Complete Collection Volume 2 before purchasing it in order to gauge whether or not it would be worth my time, and all praised G.I. JOE: The Complete Collection Volume 2:

7 of 7 people found the following review helpful. You had me at "Hama." By Smitty...and the second volume does not disappoint! Like a CIA mole, or maybe Larry Hama's next-door neighbor, Mark Bellomo drops minutia that hardcore ("old school") Joe fans will love. The after-action "debrief" following each issue is--honestly--something I would pay

for were it sold separately. The content is *that* good. What would be better? *Two* pages of debrief commentary rather than one! And I also appreciate his efforts to correct obvious mistakes, as in, the first volume switching out Grand Slam's name for Flash's on the computer screen prior to the mission in Afghanistan. In this issue, he deftly does this as well--some 30 years after the fact. Sure, it's revisionism, but it only honors the initial creator intent. These issues, some would argue, set a strong pattern of adept storytelling that we fans came to expect from the series. Case in point, the "Night Attack" story, with its (at the time) heart wrenching cliff-hanger. And I know much has been written about the influential Silent Interlude, but what that story truly is, is Larry Hama shooting from the hip, under a tight deadline. In life, under pressure, we see the "real person." In Larry's case, Silent Interlude, though I certainly did not appreciate it at 12, provides a visceral, adrenaline-slam of an adventure, approachable to most any level of reader. And don't tell me it isn't an influential piece, when, years later, Marvel Comics does an entire "silent" month. The art? Ever hear of Russ Heath? Yeah, *that* Russ Heath. He contributes pencil chores herein. And Mike Vosberg started off rather slowly, in my opinion, with his artwork in this series, but very rapidly became a tremendously memorable craftsman in this series. Heck--the man was trying to keep up with 20-30 characters! Some of his images stay with me to this day. Are there some improvement to me made? Sure. Some of the print, from decades old copy, suffers just a touch, but nothing to really complain about. So I'll say it this way: if you liked the GI Joe comic book, this is its ultimate representation. And if you weren't a fan of the comic, you don't know what you are missing. Here's to 12 more volumes, and a butt-load of footnotes. Smitty1 of 1 people found the following review helpful. Even better than Vol. 1 By William Thompson I've reviewed Vol. 1, this is better. More notes, vehicle blueprints and issues 13-24 including the special 21 1/2 issue from the action figures a few years ago, it isn't as good as issue 21 (but 99% of comics aren't), but I'd never read it and now I have. I bought this and Volume 3 at the same time and can't wait to pick up the next 5 that are out and the rest as they become available. Still I have to say I wish it had the file cards from the figures. Hopefully they will print the order of battle too, but those classic file cards would be so much better. 0 of 0 people found the following review helpful. Kwinn/Snake Eyes/Dr Venom storyline is classic By T Flopstar I forgot how good the Larry Hama GIJOE books were in the 80s. Vol 2 contains the classic Kwinn/Snake Eyes/Dr. Venom storyline. I loved the whole run, but this volume is early enough to be able to focus on the characters without having to introduce a handful of characters each issue.

Presenting the full run of original G.I. JOE comics placed into proper reading order. This volume contains an introduction by Mark W. Bellomo revealing the genesis of characters such as Destro and Duke, plus detailed notes and facts on each issue as well as a gallery of vehicle blueprints. Collects issues #1324 of A Real American Hero and the story "Silence Between Borders."

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.