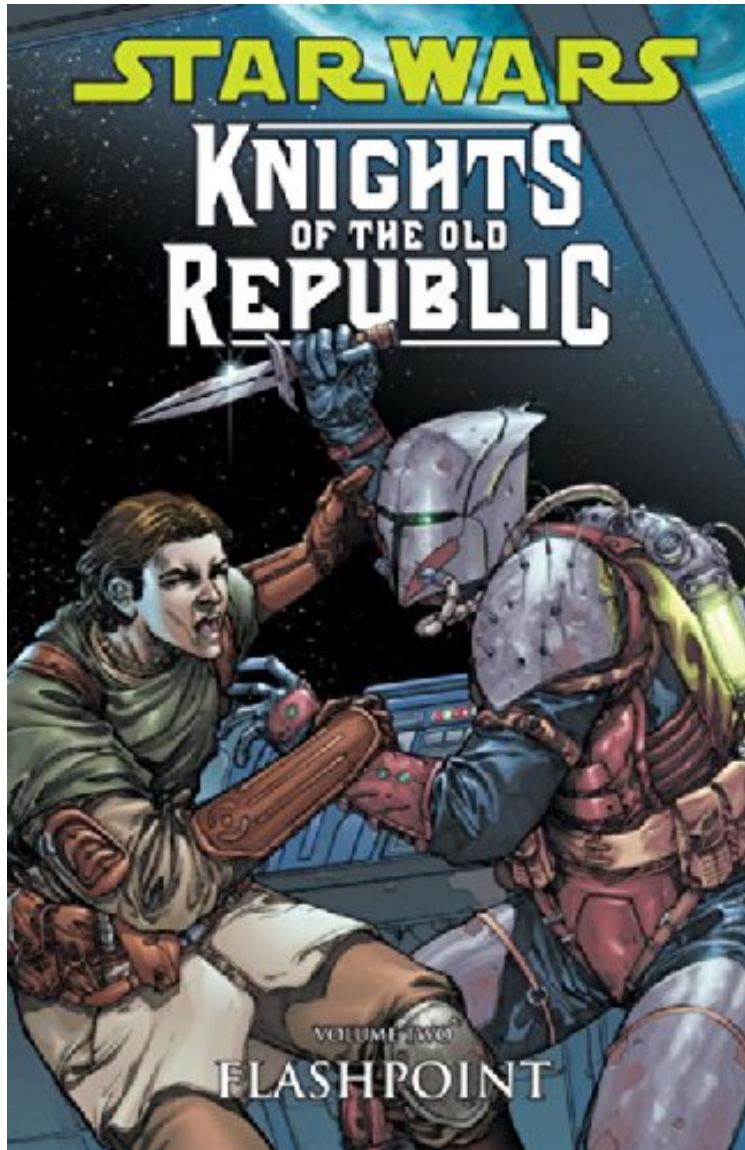


[Download] Star Wars: Knights of the Old Republic Volume 2 - Flashpoint (v. 2)

## Star Wars: Knights of the Old Republic Volume 2 - Flashpoint (v. 2)

*John Jackson Miller, Brian Ching, Dustin Weaver, Harvey Tolibao*  
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#229270 in Books Dark Horse 2007-05-22 2007-05-29Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 .28 x 6.73 x 10.011, .72 #File Name: 1593077610144 pages | File size: 79.Mb

**John Jackson Miller, Brian Ching, Dustin Weaver, Harvey Tolibao : Star Wars: Knights of the Old Republic Volume 2 - Flashpoint (v. 2)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Star Wars: Knights of the Old Republic Volume 2 - Flashpoint (v. 2):

0 of 0 people found the following review helpful. the war has officially beganBy TookieJohn Jackson Miller continues Knights of the Old Republic in volume two Flashpoint. Zayne and his crew are still trying to find a way to survive when they land on Vanquo to gather supplies. Then mandalorians arrive and after an attempt to flee, Jrael is captured.

Although the rest of the crew makes it to their ship (the Last Resort) it's been hijacked by a Mandalorian, Rohlan Dyre. After being acquainted to Rohlan, Zayne and his crew find themselves flying back to a small planet where the Mandalorians are scientifically testing captured Jedi. There are also two other chapters in the book. One shows the past of Master Lucien Draay and the other four members of their Jedi Council came to be. The last chapter concludes the book with a situation that reveals part of Lucien's plan to capture Zayne, and this reunites Zayne with his father. This story is good, but I think I personally enjoyed the first volume just a little more. Although I also think the art in this book looks a little cleaner. I give this book 4.4/5 stars. 0 of 0 people found the following review helpful. Story gets moving in second volume. By milp I liked the KoTOR games and decided to pick up the comics. The back story behind the Mandalorian wars seemed interesting but they really took their time getting the plot moving. Things pick up here. I'm on the third volume now and the plot gets even richer. I was reluctant to continue reading these things at first but I think I'll go through with the series. I'm only giving it 4 stars because the companion character, Gryph, is just a little too cartoonish. As far as the seller goes, they packaged the book well and secure. It arrived in a practically new condition. I will say that the shipping took a while. The item still arrived in the window of time allowed by but it did take a couple of weeks for the book to get here. That might not be the seller's fault; it could be USPS's. Hard to say. I would still buy from them in the future because the comic arrived unscathed. 0 of 0 people found the following review helpful. Nice but no separate arc. By Atle Brandt This is the second trade collection of one of the new Star Wars comics. It delves a bit further into the development and "coming of age" of Zayne, a hopeless Jedi Padawan and fugitive. Where the first trade feels like a complete arc and a separate part of the story, this volume contains two halves of lesser "weight" - obviously mainly taking the time to develop the main crew a bit, while dropping in some new potential characters. There are lots of nice moments, good art and an interesting take on the SW universe "way back when" - but the overall flow needs to pick up a notch (or the books need to be thicker for each release) for this to be a top of the line comic. Lots of potential for the years ahead - here's to hoping they manage to keep the momentum without over-reaching the longevity of the story (next TP is out in January)

Nearly 4,000 years before the Death Star, fugitive Padawan Zayne Carrick's quest to clear his name for the alleged murder of his fellow Jedi-in-training brings him head to head with the galaxy's most feared fighting force - the Mandalorians! Along with a petty crook named Gryph and Elbee the grouchy droid, Zayne is a passenger aboard the Last Resort, a renegade ship piloted by the senile genius Camper and his fierce protector Jarael. Together, this motley crew will face kidnappings, hijackings, maniacal scientists, Mandalorian traitors, bumbling bounty hunting brothers, and a few really big explosions.

About the Author John Jackson Miller is the author of the national best-selling novel, *Star Wars: Knight Errant*, nine *Star Wars: Knights of the Old Republic* graphic novels, and the *Star Wars: Lost Tribe of the Sith* eBook series. His comics work includes writing for *Iron Man*, *Mass Effect*, *Bart Simpson*, and *Indiana Jones*. Author of several books about comic-book history, he also runs the research website, *The Comics Chronicles*.