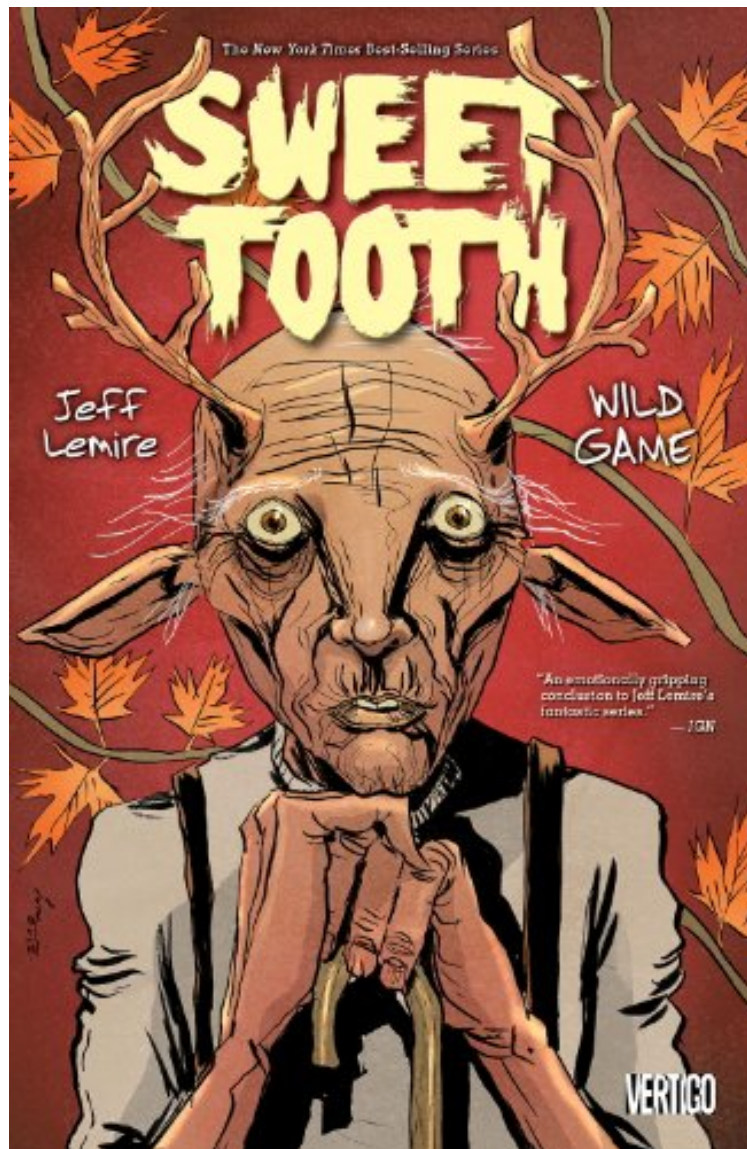


(Library ebook) Sweet Tooth Vol. 6: Wild Game

## Sweet Tooth Vol. 6: Wild Game

Jeff Lemire

*\*Download PDF / ePub / DOC / audiobook / ebooks*



[Download](#)

[Read Online](#)

#141145 in Books DC Vertigo 2013-06-25 2013-06-25 Original language: English PDF # 1 10.16 x .44 x 6.611, .65 #File Name: 1401240291200 pages | File size: 16.Mb

**Jeff Lemire : Sweet Tooth Vol. 6: Wild Game** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Sweet Tooth Vol. 6: Wild Game:

0 of 0 people found the following review helpful. Lemire sticks the landing By C. D. Varn While this volume collects issues #33 through 40 and ends the series, this actually may be the strongest of the issue sets of Sweet Tooth. While parts of the development feel rushed, such as the trip to seeming particularly quick in development. Singh's motivations and devotions actually pay off as well, and several characters are allowed to end heroically. What makes

this volume particularly effective is the answers it gives and doesn't give in the Coda. Without spoiling, it becomes clear that Lemire isn't going to back away from the implications of his vision, and he is going to see it through in epilogue form so that you know it is completed. Lemire does the rare thing in "prestige" comics: he nails the landing and finishes on a stronger note than it began. While elements of it feel rushed, the final vision is satisfying, complete, and unified, which is extremely rare in comics--even comics that are artist/writer driven like that of Vertigo and later Image.

0 of 0 people found the following review helpful. Satisfactory conclusion  
By Peter J. Orvetti  
The story comes to a close in this final collection. This volume is more about action than exposition, as Gus and company find out about his origin and the origin of the plague. I highly recommend the series as a whole. This final volume has an epilogue that seems a bit unnecessary; the writing is not up to Lemire's usual standard and it is a bit repetitive. But that does not take away from the tale as a whole.

0 of 0 people found the following review helpful. a good end to a very good series  
By Frank L. Greenagle II  
This 6th and final trade wraps up the Sweet Tooth series that was entirely written and drawn by Jeff Lemire. Gus, the human/animal hybrid, Jeppard, his guardian ex-NHL enforcer, make their way to Alaska to find out the origin of the Gus the plague. Issue 39 packs the emotional climatic punch of the series -- the story is revealed and major characters die. The final issue deals with the characters about 20 years in the future, and it is an excellent denouement. Lemire does an excellent job of having his villains engage in despicable actions. The villains are believable and even a bit sympathetic (mildly), as we learn about their motivations in their backstories. This is one of the hardest things to do in storytelling -- to make villains multi-dimensional and relatable (they are not outstanding characters, but they are pretty decent). This has been a good apocalyptic series -- it owes a bit to Y: The Last Man and the Walking Dead (it is not as good as either though).

A cross between Bambi and Cormac McCarthy's *The Road*, *SWEET TOOTH* tells the story of Gus, a rare new breed of human/animal hybrid children, who has been raised in isolation following an inexplicable pandemic that struck a decade earlier. Dr. Singh arrives in Alaska and uncovers the origins of Gus and the hybrid children and the cause of the plague that decimated the world. And as Gus and Jepperd finally arrive in Alaska and come face to face with the truth, the militia continues to bear down on them. Their deadliest battle is still ahead.

From Booklist \*Starred\* Fans of comics will attest that creator-owned stories are the cream of the crop, and it doesn't get any sweeter than Lemire's Sweet Tooth series. The concluding volume in the series, *Wild Game* brings to a close 40 issues and nearly four years of work by Lemire (*Underwater Welder*, 2012), and longtime fans of the series will be relieved by the satisfying ending to what has been an emotional ride. The series takes place in a postapocalyptic world where an ancient sickness dwindled humanity's numbers and created a forgotten race of human-animal hybrids. The story follows a young antlered Gus, the alleged first hybrid, and Jepperd, a man scarred by loss and determined to protect the boy, as they search for the Alaskan lab housing the answers to the recent destruction of humanity. Lemire comes as a package deal, both writing and drawing the story, and in that synergy, his words and art live harmoniously on the page, from expression to action, allowing his deceptively simplistic drawing style to shine. Complete with a tear-jerking epilogue, *Wild Game* drives home its themes of fate and friendship until the very last image. --Ben Spanner "Like a Coen brothers road-trip drama, *SWEET TOOTH*...is a fantastic post-apocalyptic comic." *AM* New York "SWEET TOOTH is a grabber from the get-go...Lemire retains his gift for imbuing ordinary moments with a sense of wonder." *The Onion* "This series is a timeless tale of warning and acceptance, determination and challenge. Through that tale we've seen not only the characters, but also the creator grow." *comicbookresources.com*

About the Author Jeff Lemire is the creator of the acclaimed Essex County Trilogy, the Vertigo graphic novel *The Nobody*, and is the winner of a Xeric Award and YALSA Alex Award. He is currently the writer for DC Comics' *Animal Man*, *Frankenstein: Agent Of S.H.A.D.E.*, and Vertigo/DC's *Sweet Tooth*. He has also previously written the Eisner-nominated *Superboy*.