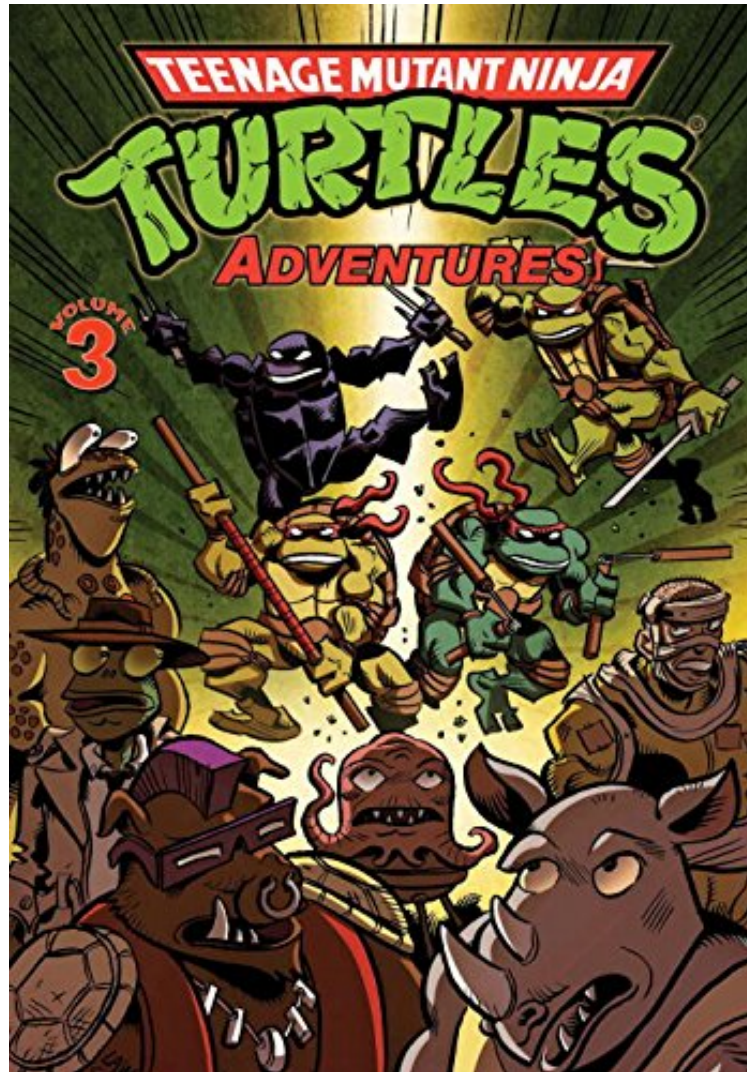


Teenage Mutant Ninja Turtles Adventures Volume 3

Dean Clarrain, Steve Lavigne

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#797888 in Books Nickelodeon 2013-01-22 2013-01-22 Original language: English PDF # 1 10.25 x .37 x 7.06l, .80 #File Name: 1613775547124 pages Teenage Mutant Ninja Turtles Adventures 3 | File size: 60.Mb

Dean Clarrain, Steve Lavigne : Teenage Mutant Ninja Turtles Adventures Volume 3 before purchasing it in order to gauge whether or not it would be worth my time, and all praised Teenage Mutant Ninja Turtles Adventures Volume 3:

1 of 1 people found the following review helpful. More Serialized Storytelling, Less Cheesy One-Shots By Stephen Arvidson Teenage Mutant Ninja Turtles Adventures, Volume 3, collecting Issues #9-12 of the all-ages Archie series, prefigures another seismic shift from its cartoon counterpart; one in which the series would undertake long-term story arcs in lieu of episodic closure and circular dramaturgy. Volume 2 had undoubtedly hit a snag with its string of one-shot plances and self-contained characters and not to mention the overly simplistic and shallow storytelling that so

often gave way to gaps in narrative logic but this latest collection from IDW illustrates the efforts by Dean Clarrain and fellow writers to take the series in a decidedly deeper and more serious direction. The artwork alternates between Jim Lawsons quirky, stylized technique in Issues #9 #11 to Ken Mitchroneys charming and jovial approach in Issues #10 #12. These two artists couldnt be more different, and its unmistakably clear as one reads these stories back-to-back. Each of Mitchroneys panels looks amazingly like individual cells from a big-budget animated feature, and younger readers would most certainly favor his softer artwork over Lawsons. On the other hand, Jim Lawsons work, which frequently oscillates from detailed to sparse with occasional ebbs in quality, better lends itself to the series' increasingly mature stories. Moreover, the man deserves credit for his consistently badass depictions of the Shredder. The first of the four collected tales, Codename: Chameleon, continues the mutant-of-the-month stories that comprised Volume 2. Here, a well-dressed double agent with a characteristic lazy eye has stolen classified weapons plans from the U.N. The dastardly Shredder covets these plans for himself and, after dispatching Rocksteady and Bebop to capture the dapper mercenary, transforms the spy into a man-sized Chameleon. Using his newfound camouflage abilities the Chameleon escapes, but his harrowing ordeal compels him to destroy the weapons plans for the betterment of mankind. The story is very cut-and-dry and makes no attempt to conceal that fact. The Chameleon character is grossly undeveloped, thereby making his final altruistic act seem baseless and confusing. Going Down? serves as environmentalist fodder as we see Rocksteady and Bebop dumping toxic waste into the sewers, a thoughtless act that has unintended genetic consequences for a large planarian worm swimming amidst the tepid waters. Weeks later, acting on Splinters counsel, the Turtles decide to take an active stance against Krang. Whilst in search of the Shredders hideout, the Turtles are accosted by an oversized planarian Wyrms and a mutated cockroach-man (formerly a pest exterminator who was unwittingly exposed to the Shredders poorly stored mutagen). With its overly contrived plot-points and unconvincing monsters, this story reeks of wasted potential. However, it redeems itself for its rat-teeming segue into the subsequent issue, and the further establishing of Krang as a legitimate warlord as opposed to Shredders bickering cohort, and some genuine brotherly interaction between the Turtles specifically when a smug Raphael basks in Splinters approval of his (Raph) keeping the black wrestling outfit for its strategic value, much to Leonardos obvious jealousy. One cant help but appreciate those little touches. In White Light, the writers thankfully deviate from the hokey one-offs and intellectually-offensive dialogue. Trapped beneath a pile of rubble, Bebop and Rocksteady notice a blinding light before they're spirited away by four Roswell-type aliens. As the story proper ensues, the Turtles are herded by legions of rats to the kingdom of the enigmatic Hantaan, better known as the Rat King. The murky monarch points them in the direction of the Shredder, where the quartet encounters a formidable Super Foot Soldier. The Turtles are then apprehended by the Sons of Silence and held in suspended animation. As Shredder Co. gloat over their victory, it proves short-lived when another player enters the fray. My favorite of the four stories, White Light really showcases the series mythology and sets the stage for the so-called Final Conflict. While the use of the Rat King might seem gratuitous to some readers, I applaud the writers decision to have Leonardo engage Ha'ntaan in a civil dialogue that ends in a peaceful yet suspicious resolution as opposed to another epic throw-down. Nice to know that Splinter has taken the time to educate his reptilian sons about the fine art of diplomacy! Jim Lawsons unique style has begun to grow on me, particularly with his wonderfully creepy depiction of the Rat King, whose appearance in the series is fleeting but leaves a lasting impression. In The Lost World, Volume 3s concluding issue, the tubular terrapins are rescued by endearing warlord Cherubae (the true form of the bayou witch Mary Bones) and bequeathed a campfire account of Krangs berserker assaults on other planets and of the Turnstones true power. But when Cherubae is taken hostage and the Turnstone lost on a devastated planet, the Turtles find themselves in a race against the Shredder to recover the misplaced orb and restore order to the cosmos. But theyll need help. The big-stakes endgame coupled with a tense cliffhanger, the surprising return of many familiar faces, the merging of various elements from earlier issues into a cohesive story and lets not forget Rocksteadys poetic dream sequence that lends greater depth to his character collectively denotes the series vigorous attempts at more sophisticated storytelling. 1 of 1 people found the following review helpful. Things start getting interesting.....By BudB This where the TMNT Adventures comic really started to stray from the television series, but thats what makes it so awesome. Some very memorable characters and storylines developed from this series that stuck with me from my childhood years, and I really hope IDW plans to publish these through to the end. 0 of 0 people found the following review helpful. Great TMNT stories for the younger comic readers By J. Wallace These kid-friendly TMNT stories are great for sharing with young readers.

The all-ages TMNT action continues in this collection of TMNT Adventures! Enjoy classic Turtles tales like "Codename: Chameleon," "Going Down?," "White Light," and "The Lost World" from the Archie Comics series issues #9-12.

About the Author Stephen Murphy is an American comic book writer and editor known for his work on the Teenage Mutant Ninja Turtles series. With Michael Zulli, he was co-creator of the critically acclaimed 1980s independent comic The Puma Blues. Alongside fellow Mirage staffer Ryan Brown, the two men revamped the Teenage Mutant

Ninja Turtles Adventures title for Archie Comics, beginning in 1989 with issue #5. In their hands the comic immediately diverged from the cartoon series into unique new story arcs, often incorporating social, environmentalist, and animal rights themes. It also introduced several new characters of various races and backgrounds, including humans, mutants, aliens, and other anthropomorphic creatures. The stories were often seen as "deeper" and more "serious" than the cartoon. During that period, Murphy co-created the characters Jagwar, Nova Posse, Snake-Eyes, and Sarnath; he united several of the series' recurring characters as a separate team, the Mighty Mutanimals. Murphy wrote the majority of his work on TMNT Adventures under the name "Dean Clarrain."