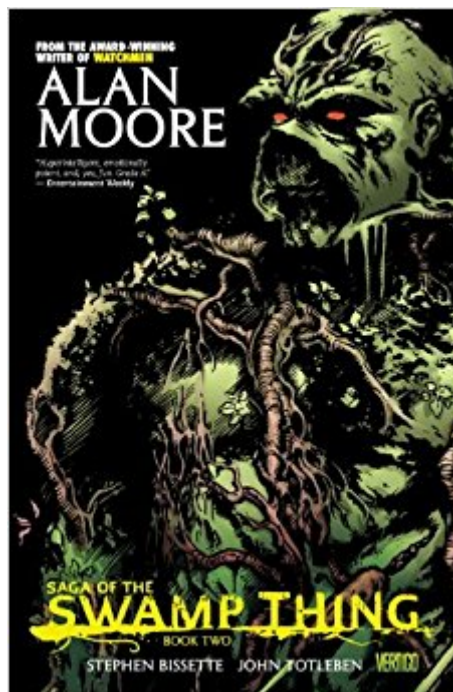


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Saga Of The Swamp Thing, Book 2



Synopsis

Created out of the Swamp by a freak accident, Swamp Thing is an elemental creature who uses the forces of nature and wisdom of the plant kingdom to fight the polluted world's self-destruction. Alan Moore took the Swamp Thing to new heights in the 1980s with his unique narrative approach. His provocative and groundbreaking writing, combined with masterly artwork by some of the medium's top artists, made SWAMP THING one of the great comics of the late twentieth century. In this second collection, The Swamp Thing says goodbye to the illusion of his own humanity after learning that he is 100% plant, meets a crew of benevolent alien invaders inspired by the classic comic strip Pogo (also set in the swamp), and consummates his relationship with Abigail Arcane as only he could.

Book Information

Series: Swamp Thing (Book 1)

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Customer Reviews

Grade 11 Up Swamp Thing, a sentient mass of vegetation with the memories of a dead scientist, dwells peacefully in the Louisiana bayou, but he must come to the aid of his human friend Abby when they find out that her alcoholic husband has been possessed by the spirit of Arcane, an evil magician. Unfortunately, Swamp Thing is too late to stop Arcane from consigning Abby's soul to the underworld, forcing him to enter the afterlife in order to rescue her. With the help of Etrigan, a sympathetic demon, Swamp Thing is able to recover his friend from a squiggling, Boschlike version of hell. The accompanying stories in this volume cover Swamp Thing's origins, a visit from a band of Walt Kelly-like aliens, and the main characters' burgeoning relationship. They're all fine in their own

way, but not nearly as good as the main story line. An early work of noted comic writer Moore, *Saga of the Swamp Thing* is an eerie, imaginative, and unique work that blends classic horror-comic themes with dense, nearly Shakespearean dialogue and a macabre version of Orpheus's trip to underworld. Although the art is a bit dated, it's still quite expressive especially its excellent use of color. The sinister and violent story line makes it appropriate for older teens and adults. This fine work is sure to appeal to fans of Moore, Neil Gaiman, etc., and deserves to be a first purchase. Dave Inabnitt, Brooklyn Public Library, NY Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to an out of print or unavailable edition of this title.

"The best muck-encrusted monster in the best comics." — Neil Gaiman in *Entertainment Weekly*

After six large volumes comprising over 40 comic issues, Alan Moore's time as writer of *Swamp Thing* comes to a close. This series has reached epic heights, run into some occasional rough patches, and now finally ends as well as any long running issue can be expected to. *Swamp Thing's* journey across space brings him into contact with a number of familiar faces in the DC universe, including the Thanagarians and the green lantern corps. While one issue in this volume didn't quite work (and that was more of an issue of weird-even-by-Moore-standards rather than actually being badly written) it's amazing to see how easily *Swamp Thing* slips into all these chunks of the DCU. One of the most impressive things about this volume is how well it sets itself up for future conflict and yet still manages to feel complete. DC could have ended this series here and no one would have blinked. If you haven't already bought the rest of the volumes in this series, please do so. Then you can read this conclusion.

This comic is amazing. It deserves seven stars. That said, this Kindle version leaves...well, the same thing other Kindle versions leave to be desired. Reading comics on the Kindle can be frustrating. The two biggest problems are the poor zoom-in feature and the inability to change the orientation. As a result, two-page spreads are impossible to read. You can double-tap to go panel by panel, but then you lose the impact of the art. You can look at the pretty art, but then you lose the text. Sometimes, both lose impact. Here's the good news: I now have an excuse to buy this in paperback as well. But I wouldn't buy this edition. Why not? Well, for the same reason another reviewer was disappointed. The last four words of the first story arc are missing. The story loses its impact when the final

sentence is cut in half. Should you buy the Kindle version? Absolutely. And if you already own it on Kindle, you should buy it in paperback too. And be sure to buy the earlier version, from 1998. Note: That edition does not include #20 "Loose Ends," which technically the start of this run. Should you wait for a future reprinting which will hopefully contain all the first issues, along with the complete text? No. Buy this right now. Then buy it again later. Great art should be rewarded.

Where to begin? I had first experienced the story of Alan (aka: Swamp Thing) in the 1982 film adaptation starring the well endowed woman of most notably 70's sitcom "Maude" and of films "Creepshow" and John Carpenter's "Escape from New York" Adrian Barbeau. Now because the film introduced me first on the character of DC's ST, it did not inject interest in checking out the books since I felt Marvel's "Man-Thing" was the original "muck of yuck." But it was always in the back of my mind of probably taking a stab at it someday. Well, after the success of the tv show version it still did not hit me to view the book history, BUT now I'm a full fledged fan and DAMN PROUD OF IT TOO. From the beautiful illustrations to the creepy, yet piercing narrative and/or the cast of multi-layered characters of goth-ridden and psychological paradoxes is a work of art, in more detail and abstract imagination to enter into this world as a participant then a reader only. The utilization and integration of guest stars were well chosen and executed as support but never to overshadow ST, such as: The Justice League, The Demon/Jason Blood and even Arcane. I was really taken by the explanation of what ST is and how its origin is reinterpreted with more empathy and compassion then just as another human casualty. I'm looking forward to reading the rest of Alan Moore's take on this life of plants and vegetation for a long time!

This takes the Swamp Thing story in a direction I didn't see coming. Originally released when I was quite young, my first attempt to read it was around the age of 9 in the form of a graphic novel picked up by one of my parents at a garage sale. Needless to say I was too young to understand what Mr. Moore was conveying to his audience. But that didn't stop me from enjoying somewhat the Swamp Thing movie and loving the Swamp Thing television show that aired around that same time. Reading this today gives me a better appreciation for comic book writing. I mean, I knew that writing was important, but seeing it really shine in this way is just something truly masterful. I hear there are five more volumes by Moore. I'm not sure when, but I'll be reading those.

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