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# BLAME! 1



## Synopsis

In a future version of Earth, there is a city grown so chaotically massive that its inhabitants no longer recall what "land" is. Within this megastructure the silent, stoic Kyrii is on a mission to find the Net Terminal Gene—a genetic mutation that once allowed humans to access the cybernetic NetSphere. Armed with a powerful Graviton Beam Emitter, Kyrii fends off waves of attacks from fellow humans, cyborgs and silicon-based lifeforms. Along the way, he encounters a highly-skilled scientist whose body has deteriorated from a lengthy imprisonment who promises to help Kyrii find the Net Terminal Gene, once she settles a score for herself...

## Book Information

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## Customer Reviews

"The amazing thing about BLAME! is that it's such a good read even though it has almost no story or characters. It's all about the art and the experience of being there, of not knowing what will happen next, of the contrast between landscapes of endless sameness and bloody eruptions of chaos and gore." - Jason Thompson, Manga Encyclopedia

Tsutomu Nihei is an internationally known Japanese comic artist and draftsman. Born in 1971, Nihei made his debut in the comics world as the winner of the 1995 Afternoon Magazine Four Seasons Award for short stories. He then briefly worked as an assistant to veteran comicker Tsutomu Takahashi before making his break-through hit BLAME! (published by Tokyopop). The BLAME! franchise was so well received worldwide, that it inspired an animated mini-series and eventually

drew the attention of Marvel Comics in the US. Nihei would later go on to draw Wolverine (X-Men) and HALO comics for Marvel to great fanfare. An architectural student, Nihei's early work were mainly wordless, relying on visuals and backgrounds to tell their stories. Now, his works are deeply rooted in hard science-fiction, as was seen in the multiple NY Times Bestselling books HALO: The Graphic Novel (published by Marvel Comics) and BIOmega (published by Viz Media).

I am a big fan of Nihei's environments and art. Having this manga reprinted was a welcome surprise. Pages are thick and look great. Thanks to Vertical for giving this old series new life. I really like the larger format book which helps emphasize the scale of the environments. Structures fill an entire page seemingly going on forever. There isn't a ton of dialogue which is purposeful. If you like sci-fi, space, and dark brooding worlds you will enjoy this and all of Nihei's work. Robots, monsters, bio-mechanics, and technology are present throughout the work oh and gore. If you enjoy The Matrix, Alien(s) or HR Giger then you should try Blame!

I used to have the full 10-volume Tokyopop series, but I lost it during a move, causing my net worth to drop a good \$700 or so given its current resale value. Oh well. This new Vertical release gives me back my favorite manga, and in a much bigger format, which is an unqualified plus all-around. If you're into BLAME!, this release is absolutely worth the money and should be a no-brainer. The art is still fantastic and only made better by the higher resolution. My only problem is with the translation. My assumption is they bought the rights to the artwork, but not Tokyopop's translation, so for legal reasons they had to start from scratch with all the text. This means Killy's name is now Kyrii (the Japanese for his name is "ki-ri-i", which clearly transliterates into "Killy"... "ky" isn't even a Japanese character), the Authority is now the Administration, and the wording in several passages is way less concise than in the Tokyopop release. They also took the liberty of adding some clearly Western phrasing that uses English swear words. Cibo is still Cibo, and the story is still the same, but the translation is obviously different. The font they went with, while not Comic Sans, is still a little cartoon-y and a little out of place. Perhaps most-perturbing: the famous "blam" translations of the "don" sound effect are now translated as "bang," which kinda-sorta goes back on the history of the manga being named BLAME! to begin with (a mis-translation of "bu-ra-mu" ["blam"], which stuck). As disappointing as that is, this reissue remains a no-brainer. I'm incredibly pumped for the rest of the volumes. Rejoice, for BLAME! is back!

This is a real page turner and every panel a painting. Lots of perspective drawing which makes the

environment itself both the focal point and the adversary of the novel. Characters are beautifully drawn with lots of imaginative and dynamic forms. The figurative style of the characters are obviously manga/anime with a touch of fashion illustrations in regard body dimensions and leg length. The dystopian environment the character is trapped within is a bleak, machine, sprawl that extends out into all directions. It as if our characters are trapped within a microchip thousands of stories tall and endless in all directions. Within this infinite prison are numerous genetic variations, freaks, humans, robots, cyborgs all desperate and dangerous and unpredictable. The plot line is a quest. Our character, Kryii, is looking for the "net terminal gene" which, when found, will stop the "city" from its intractable, chaotic growth. (I think CPU chip is a better description than the word city) To illustrate how intractable this "city growth" is, our hero has no idea what the word "land" means. I highly recommend this graphic novel.

Wow! Remarkable and transportive work. In our 'need to know everything' culture, it is refreshing to encounter a book of few and calculated words, with the majority of story being left to drawings - windows of astonishing experiential description. You are left to sit with this amazing art to explore the experience of being there yourself. If the reader feels the story is shallow, I can say it is your own mind that is shallow, caught in the mental turbulence of impatience and the lack of true exploration. I find it wonderful that much is left to the imagination and curiosity of the reader. If you can't slow down and spend time in each window, you will likely not enjoy this as I have. To add to the experience, I listen to ambient glitchy soundscapes by ASC (James Clements). Amazing!

I'd been wanting to read this manga for years, so the master edition was a must have (and I don't even read/collect much manga.. it was seeing art from this manga that someone had posted on their tumblr page years back that intrigued me).

A really outstanding job by Vertical. Seeing as this is a reprint of an older series that is fairly well known, I won't focus on the quality of story itself. Instead, I'll just give a few quick words about quality of the printing, and translation. The paper quality and overall quality of the physical book itself is really impressive, the paper feels fantastic to the touch and no details are lost due to shoddy printing quality. The translation is serviceable at the worst (some of latinization of names are a bit questionable, particularly the accepted "Killy" becoming "Kyrii") but otherwise very well done. Overall, very happy with the job done here, I strongly recommend fans of the series, or of Nihei's art and writing to strongly consider picking this up.

Blame! takes your standard Sci-fi manga storyboard and drops most of the dialogue in favor of breathtaking visuals. For someone like me--who does not necessarily enjoy the tropes that are generally found in the dialogue of most manga--this is perfect. If you love Sci-fi then you will not be disappointed; crazy looking monsters and hauntingly beautiful landscapes are interspersed with amazing action sequences and an engrossing story that keeps you wondering what will happen next.

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