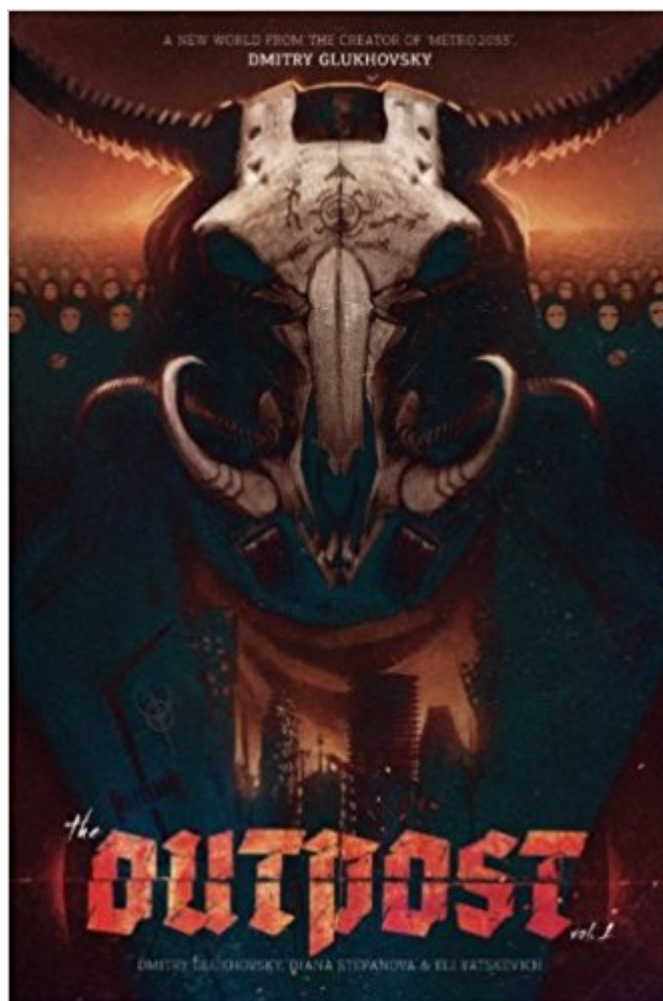


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The Outpost: America: A Metro 2033 Universe Graphic Novel (Volume 1)



Synopsis

THE OUTPOST THE METRO 2033 SAGA COMES TO AMERICA From the mastermind of the world-famous post-apocalyptic METRO saga Dmitry Glukhovsky it's now a new story set in America! It's been decades since the Last War ravaged the entire Earth, devastating cities, wiping out entire nations and decimating the mankind. While on the other end of the planet the few survivors are hiding in the tunnels of subway, back in America it's the age of Frontier again. Those who made it from nuclear flames of enemies' bombs and survived pandemics that followed have found their only refuge in the Outposts - fortresses constructed on America's only remaining road - the railway. The Outpost of Plattsburgh sits on the frontier of great wastelands, on the very edge of darkness. And out of this darkness, anything can come, lured by the light and the human warmth. Janis is just seventeen. All she dreams about is to hop onboard of an ironclad train and run away to the flourishing South and start a new life there. She's free to go and yet she's tied to the Outpost forever.

Book Information

Series: The Outpost

Paperback: 62 pages

Publisher: CreateSpace Independent Publishing Platform (March 1, 2016)

Language: English

ISBN-10: 1530167612

ISBN-13: 978-1530167616

Product Dimensions: 6.1 x 0.2 x 9.2 inches

Shipping Weight: 4.8 ounces (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars 4 customer reviews

Best Sellers Rank: #344,570 in Books (See Top 100 in Books) #70 in Books > Comics & Graphic Novels > Graphic Novels > Dystopian

Customer Reviews

I'm a huge fan of Dmitry Glukhovsky, I really enjoy his work and he's a top author of mine. Being an English speaker, I either miss out on his works, such as Dusk, or get them much later because of translation, Metro 2035. So when I heard that he was working on a new story set in the Metro universe, I was ecstatic and it got even better when I found out it was a graphic novel. I was surprised at how quickly it came out from when it was announced back in March or so but happy to

finally be able to get it. Now I know why it didn't take too long. Obviously a lot of work went into the visual style which is fantastic and sets the tone and mood however I had a couple times when I would stare at a panel to tryin to discern what exactly I was supposed to see. This isn't helped by the fact that most of it is black and white. Again I enjoyed it because it fits with the mood and sometimes small colors are thrown into the B&W to make a point or statement and it works, however it also makes it hard to tell exactly what's happening. There are a couple fully colored pages but it doesn't seem there's any pattern to what's colored and what's not with the first color page being of importance for characters and setting but then another is just a page of panels taking place in a red room. The dialouge is great as usual but the story has a couple hiccups or strange pages where I'm lost as to what's going on. Such as one or two times when I was reading where I felt that I must habe missed a panel or something because the dialouge felt like it jumped ahead but I didn't miss any pages or panels. Or there's a scene (minor spoilers?) In which it's supposed to be a flash back I assume and it takes place on a red room and there's two kids and an unkown figure with the onlu words being "He slipped away like a shadow" or something along those lines. Now I'm all for mystery but I would at least like to have some sort of context if even just a tad to understand it because I practically forgot it by the end of the story. And at the end, (spoilers) the main character who is made to be a tough 17yr old girl who's tired of life at the outpost and wants to explore has this tender moment at the end of the story with a man she just meet and it seems to be she's fallen in love at fiest sight. I mean come on Glukhovsky, give us something better than that. Now after all this rambling comes my biggest issue with the story, it's way too short, especially for the price. Look I understand that most of the time is put into rhe visuals as it is a graphic novel, but I flew through it in about 12 minutes, that's monthly comic book length, not a complex graphic novel length and it's for \$15 too! I really enjoyed the story but the length for a mostly black and white story is pushing what I'll buy from Glukhovsky who I've had nothing but praise for in the past. I'm fine with black and white for most of the story butnit needs to be longer.... MUCH longer. I would much rather wait a year or so for a lengthy volume if not a full compeltion of the story as opposed to quick intermittent volumes that fly by in 10 minutes that come out who knows when.-I enjoyed the story, but don't purchase if you were expecting something lengthy or want a good bang for your buck.

First review! I'm not much of a comic book reader so I was not really sure what to expect with this. I will say this: the artwork is awesome. As you can see from the preview, it looks sort-of watercolor. It has a very interesting effect. As far as the story: well I need to read it a few more times. It only took me about 10 minutes to read it cover to cover the first time, so it came across as rushed. When I

read it again I'll be looking for more of the subtlety, and will be paying attention to the artwork more. The story is very short, and does not develop much. It's essentially an intro to the characters. I intend to buy Vol. 2 when (if) it is ever released and will be curious to see where it goes. Bottom line: This is a quick, easy read that many comic-book readers will like very much. Do not expect a novel in this, as I did. That is not the purpose of this story. Fans of Glukhovsky's work will definitely see the Metro influence in the art and the people, but may struggle to see the depth. Also, if you happen to be into Mad Max - this is the story for you!!!

This is a really weak story line and the graphics are ok at best. Guess I'll stick to paperbacks.

A little short, but overall a good read.

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