

[FREE] Planetary Vol. 4: Spacetime Archaeology

Planetary Vol. 4: Spacetime Archaeology

Warren Ellis

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#617934 in Books WildStorm 2010-12-07 2010-12-07Original language:EnglishPDF # 1 10.20 x .40 x 6.60l, .75 #File Name: 1401223451224 pages | File size: 62.Mb

Warren Ellis : Planetary Vol. 4: Spacetime Archaeology before purchasing it in order to gage whether or not it would be worth my time, and all praised Planetary Vol. 4: Spacetime Archaeology:

0 of 0 people found the following review helpful. Too bad it's over.By James B.Volume four wraps up Warren Ellis excellent series, too soon in my opinion. This volume pulls back from the genre and character pastiches a bit (though they still exist) to focus on wrapping up the plot between planetary and the 4.Yes, this is the end, and to be honest, I was a bit disappointed by the final fight. Warren Ellis wanted to end this comic early, and as a result, Randall Dowling

is dispatched far too easily given the build up. Additionally, I'm a bit disappointed in how the series stopped paying attention to Jakita and Drummer (though he did get a backstory issue, to be fair), focusing exclusively on Elijah. That said, a bunch of minor characters do get brought back for the climax, which was nice. And the artwork and dialogue are just as good as they ever were, keeping this series at the 4-star mark. Remember, there's still a collection of crossovers with Justice League and the Authority to read. 0 of 0 people found the following review helpful. Worth the wait. By Kindle Customer Though it took Ellis and Cassady what seemed like an eternity to finish Planetary, the end result is a deeply satisfying science-fiction romp. In the end, Planetary reminds us that, even in a world of limitless sci-fi possibilities populated by a broad array of delightful pastiche characters based on the heroes of classic genre fiction, it's the human drama that makes good fiction really WORK. Planetary began with a sense of wonder, and though that sense of wonder took a back seat to the rivalry between Elijah Snow and The Four, the series ends on an emotional high, as Snow and company push the boundaries of reality itself in a desperate attempt to resolve the character arc which has, under the surface, driven the narrative of the entire series. When it was originally published, many readers complained that the penultimate chapter was disappointing, forgetting that it wasn't intended to be the series' final note. In this collected edition (which includes the final issue), readers will see what Ellis intended to achieve with his conclusion, and as the title of this review says, it's worth the wait. 0 of 0 people found the following review helpful. Where High-Brow meets Entertainment By wogglr They say write what you know so Warren has already broken the rules with this, the latest and the last collection of his stunning exploration of the very nature of imagination itself through the media of the fantastic, the detritus of the divine and the cast-off scribbles of his more than bulging ideas folders. Or has he? If it's a case of keeping it familiar so as to promote verisimilitude or conventional reality, then he should have failed. But despite being set in an alternate universe stuffed full to the gills with familiar looking characters and events, Planetary is kept grounded and appealing by the central cast of heroes (Planetary Foundation) and the most wonderfully loathsome villains one could ever ask for (The Four). The real kicker is how rich and original Warren makes this volume of his archaeology of the fantastic, as though ideas like these had never been seen before. The beauty and tragedy of what the Four have done in this reality is finally matched by the Planetary Foundation's intricate moves against them coming to a head, plot ends are tied up beautifully and all with the spectacular art of John Cassady to accompany it, one of the most versatile artists in comics today. Obviously, you'll be reading this as part of a series- but, as part of that series, this more than just completes the overall picture, rather displaying some amazing flourishes and pulling out some new and unexpected tricks right at the last minute. We're living in a new Golden age of quality in comics when series like this can come out and show up the complacent stuttering series for the unimaginative sloppy works they are.

This is it - the long-awaited fourth and final graphic novel collecting the adventures of Elijah Snow, a powerful, hundred year old man, Jakita Wagner, an extremely powerful but bored woman, and The Drummer, a man with the ability to communicate with machines. Infatuated with tracking down evidence of super-human activity, these mystery archaeologists of the late 20th Century uncover unknown paranormal secrets and histories, such as a World War II supercomputer that can access other universes, a ghostly spirit of vengeance, and a lost island of dying monsters. In this volume, the team encounters an abandoned alien spacecraft -- but will the heroes beat their rival, Jacob Greene of the villainous "Four," to the ship? Then, Elijah Snow begins to pull back from his allies, acting increasingly in secret. Will he be able to draw the last of the Four out of hiding, and can he act before his teammates lose their faith in him? From the Hardcover edition.

From School Library Journal Gr 10 Up After six years, the final volume of this critically acclaimed homage to pulp heroes and superhero comics is finally available. Ellis does not disappoint, wrapping up the epic series as dramatically as one would expect. Planetary is an archaeological organization dedicated to uncovering the hidden history of the 20th century a history of heroes, monsters, and magic largely unknown to the general public in order to benefit humanity. A group of superpowered scientists, known as "the four," are also in the process of gathering similar information, but for less-noble purposes. Elijah Snow, Jakita Wagner, and The Drummer representing Planetary as field operatives need to find the four and stop them before they become too powerful. The plot concludes with a face-off between Snow and Randall Dowling, the four's mastermind. Engaging as the story itself may be, Planetary's brilliance lies more in the rich history of comics and comic lore that Ellis draws from and cleverly weaves into the narrative from beginning to end. This book stands shoulder to shoulder with such great works as Neil Gaiman's "Sandman" and Alan Moore's "Swamp Thing" (Vertigo). Jason M. Poole, Webster Public Library, NY Copyright 2010. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.