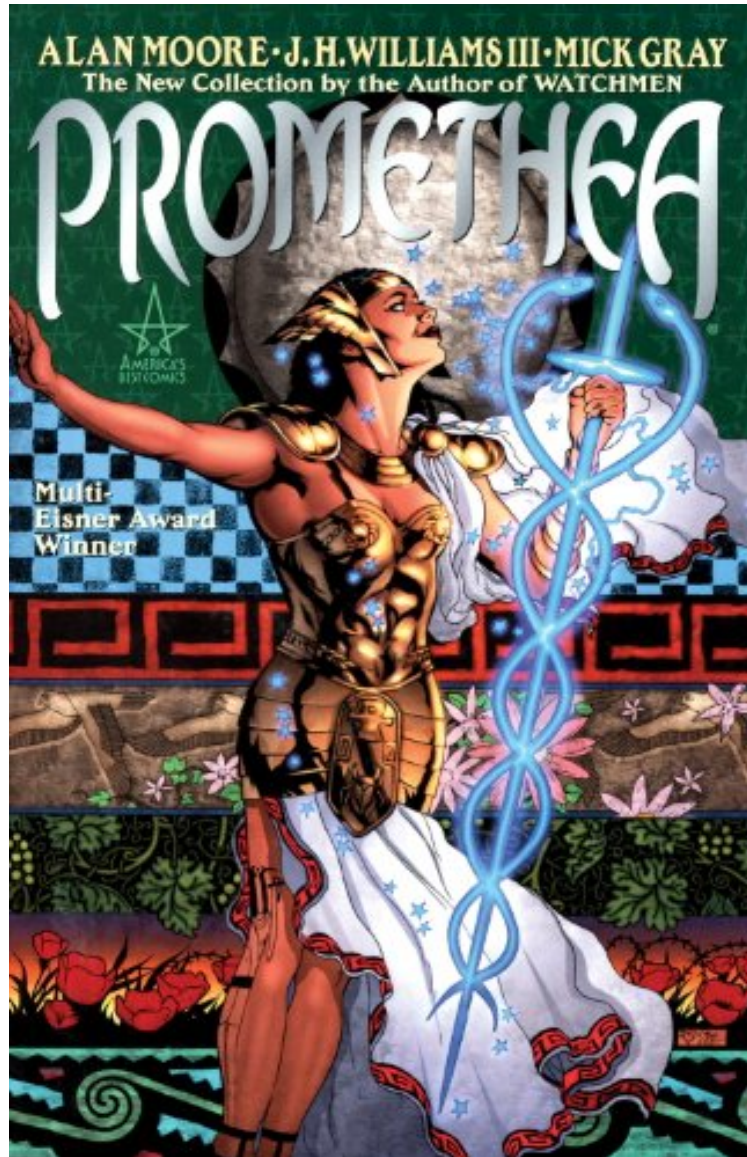


(Mobile pdf) Promethea, Book 1

## Promethea, Book 1

*Alan Moore*

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#40109 in Books America's Best Comics 2001-07-01 2001-07-01 Original language: English PDF # 1 10.17 x .29 x 6.62l, .60 #File Name: 1563896672160 pages Great product! | File size: 78.Mb

**Alan Moore : Promethea, Book 1** before purchasing it in order to gage whether or not it would be worth my time, and all praised Promethea, Book 1:

1 of 1 people found the following review helpful. Alan Moore Has Written Better By Matthew D'Souza Alan Moore gives us magic and fables with nothing new. I feel like Alan Moore has just simply written better. This story and Promethea's character and world is not that interesting. I don't think I'll continue reading this series. J.H. Williams III's

art work is absolutely gorgeous and the colors are incredible as well. I just didn't find the story compelling. Read Moore's Saga of the Swamp Thing, From Hell, V for Vendetta, Watchmen, The League of Extraordinary Gentlemen, or The Killing Joke instead. 6 of 7 people found the following review helpful. Moore, you can do better than this. By James B. Promethea has problems. Problems that stop it from being the truly great comic that it has the potential to be. Problems that writer Alan Moore, the guy who came up with Watchmen and wrote the best Swamp Thing arcs, really ought to know better than to use. On the plot side, Promethea introduces us to the Dreaming, I mean the Immateria, the collective imagination of all humanity. Promethea hails from here, being the embodiment of imagination. Decent idea, if nothing the Sandman didn't already do. But the problem is in how it is executed. During these six issues, Not much happens other than set-up for some of the characters, the literary references that inspired the comic, and the world. Alan Moore can write these kind of set-up bits well, but it carried on for too long. But the real problem is the characters. The main character Sophie is too much the bland every-woman character other novels fall into. She needs to be rescued a lot, and even when she does help it's on accident. Her main friend is just comic relief, and nobody else is really developed enough to be worth mentioning. At least the artwork is good. This is filled with the type of trippy imagery that was the only saving grace of League 1969. This might get better in later volumes once the set-up of the world is complete, but I don't intend to keep going to find out any time soon. 1 of 1 people found the following review helpful. Probably the best of the series. By Batmensch. IMHO, the later Promethea series books got a little long-winded, as Moore did an extended tour of magic and imagination in books 3-4, which wore on me after a while, although they were still very interesting, and then there was a little too much crossover in book 5 with the rest of the America's Best Universe, which to me didn't work all that well. I still loved them, but the first two books were the best, I think, where Moore and J.H. Williams were only really dealing with Promethea and her adventures. Beautiful, beautiful books.

Sophie Bangs was just an ordinary college student in a weirdly futuristic New York when a simple assignment changed her life forever. While researching Promethea, a mythical warrior woman, Sophie receives a cryptic warning to cease her investigations. Ignoring the cautionary notice, she continues her studies and is almost killed by a shadowy creature when she learns the secret of Promethea. Surviving the encounter, Sophie soon finds herself transformed into Promethea, the living embodiment of the imagination. Her trials have only begun as she must master the secrets of her predecessors before she is destroyed by Promethea's ancient enemy.

.com Alan Moore, like Neil Gaiman, constantly flirts with the too-smart-for-his-own-good aesthetic without alienating his readers. Promethea weaves Moore's trademark scholarly mysticism with wild, fun swipes at post-everything culture in a complex tale based on the importance of story. Following a teenage girl, whose interest in an obscure and possibly real heroine leads to her assumption of the heroine's role, Promethea draws on a century of comics art to express themes of history and fiction. Action, intimacy, fantasy, and ennui all find their place, and when it's over, the reader will hunger for the next collection. --Rob Lightner