

Revolution

John Barber

*audiobook / *ebooks / Download PDF / ePub / DOC*



[Download](#)

[Read Online](#)

#447130 in Books Barber John 2017-01-31 2017-01-31 Original language: English 10.25 x .35 x 6.751, #File Name: 163140816X152 pages Revolution | File size: 27.Mb

John Barber : Revolution before purchasing it in order to gauge whether or not it would be worth my time, and all praised Revolution:

4 of 8 people found the following review helpful. brutal plot and dialogue - don't buy it unless you love Rom, Mask, and GI Joe By Frank L. Greenagel III 1.5 This was pretty awful. I only read this because I like Barber's work on Transformers and don't want to miss any action (if you are a Transformer fan, you can pass on this and miss nothing of any importance). This is an event book that brings the Transformers, GI Joe, Mask, Rom, the Micronauts and the

ridiculous Action Man into the same incoherent and nonsensical universe. It doesn't work. The plot and dialogue are brutal. Barber mailed this in, though the concept behind it was terrible. I don't see how any writer could have made it interesting. Reading this was work. I had to slog through it. There are some bonus art pages in the back by John Byrne. They are really good, and a fantastic throwback to the 1980s. His drawings of Transformer and GI Joe characters are wonderful. Still, it isn't enough to make this worth \$4, much less the 19.99 cover price.

1 of 1 people found the following review helpful. Little rough around the edges, but still pretty intriguing concept. By Michael Hawkins

As an old 80's kid, there always was this... quietly acknowledged 'connection' between the various Hasbro-based cartoons (Transformers, G.I. Joe, Inhumanoids, Jem, etc.), be it cameos by characters who appeared in the siblings properties (reporter Hector Ramirez, 'Old Snake', etc.), or characters who were the children of others (Marissa Faireborn, daughter of Flint and Lady Jay). But ever since then the only Hasbro properties that crossed over in any significant capacity, were G.I. Joe Transformers numerous times.

Revolution is pretty cool concept that tries to expand upon the idea of almost every Hasbro comic property that IDW currently has is in some way connected. The only ones, currently, not truly apart of it are Jem and My Little Pony. Everything else has been combined into this new 'shared comic universe'. So you have G.I. Joe, Transformers, Rom, Action Man, Micronauts, and MASK crossing paths and in this case... colliding as the new status quo is set in stone. And for the most part, it succeeds, though I do feel a lot of the supplemental/tie-in material will be needed to get a fuller picture of the events that unfold.

1 of 1 people found the following review helpful. We Say You Want A Revolution

By Transmit Him

IDW's Transformers comics have been doing very well for the past few years. Since the launch of Robots In Disguise and More Than Meets The Eye, the line is selling well enough to warrant various companion mini series and one-shots and has received fan acclaim and even some critical acclaim. IDW's GI Joe, meanwhile, has been floundering for years. Other than continuing the original Marvel series with Larry Hama, they've never really seemed to have a clear, idea of what to do with GI Joe long term, with relaunch after relaunch, each failing more quickly than the last and shedding reader interest every time. Suddenly, a solution came to mind. The perfect way to make IDW's GI Joe comics have value: shove them into Transformers!

And while they're at it, why not all these other Hasbro licenses - ROM, Micronauts, Action Man, MASK - IDW's picked up lately? Now, this is a pretty terrible idea on several fronts. Firstly, although there have been many attempts to mix GI Joe and Transformers (even as recently as a last year, from IDW), it never really works as anything more than a gimmick. As soon as you put GI Joe alongside Transformers, the former's concerns appear pretty trivial. "Oh, subversive elements are causing trouble in Oregon? I'm sorry, there are giant alien robots we've got to deal with right now". GI Joe simply become some humans hanging around the Transformers, which does them as much a disservice as the Transformers getting elbowed out the way for "relatable" humans. Even if you accept the two franchises as compatible, their IDW continuities are not and were never intended to be. Transformers had a story where the Decepticons invaded Earth and killed 1 billion people. Cybertronian technology has proliferated the planet. You'd think those things maybe would have come up in GI Joe before now if they took place in the same reality, but apparently not!

The other properties are just as problematic. ROM was a mayfly toyline remembered only because it had a long running comic series from Marvel (and actually set in the Marvel universe). Due to the terms of the license though, everything Marvel created for that comic they kept, leaving ROM as little more than a character design and a name. When IDW announced that they planned to start their own ROM series, it seemed ludicrous, with so little to work from, but now it's clear that it intends to exist as a parasite on the Transformers comics, sucking off enough good will to survive. Micronauts is a similar case - Marvel own the majority of what people liked about the original comic, although it at least has a bigger toyline, of such dynamic and charismatic characters like "Time Traveller" and "Galactic Warrior", to work with. And then there's MASK, which Hasbro didn't own in the 80s but does now. MASK was great in its day but clearly owed a debt to both GI Joe and Transformers, with its shape-changing vehicles and duelling covert paramilitary forces. Updating MASK for the present day is a perfectly reasonable proposition, but not as part of a shared universe. Putting it next to GI Joe and Transformers (and indeed intrinsically linking it to them) highlights its less original elements at the cost of what makes it distinctive. That's even before you get to the arbitrary changes to characters' races, personalities, vehicles and Masks (Julio Lopez for instance has been given Calhoun Burns' Mask for no particular reason, Vanessa Warfield's Whip Mask is now an ice-firing one dubbed Ice Queen, which doesn't fit the character at all). Oh and there's Action Man as well.

This Hasbro-verse is a concept that benefits a few titles - Chris Ryall's beloved ROM mainly - more than others. Transformers especially doesn't need the added weight of half a dozen other franchises dragging down its own intricate and, at times convoluted, continuity. Accommodating these new franchises means the wholesale dumping of chunks of its own characters and concepts, ones which creators and readers have invested time and interest over the last few years. Taking a shoddy, ramshackle version of GI Joe and bolting it onto Transformers doesn't magically smooth over 9 years of stop-start storytelling and abortive soft reboots. This shared universe is a cynical attempt to prop up failing and ill-conceived titles based on the hopes of a collector mentality amongst existing readers and through aggressive cross-promotion. So in concept, this is deeply flawed, but how about the execution? I've seen a lot of criticism of Fico Ossio's artwork, but I think it's mostly quite good. His humans look excellent. His Transformers less so - they rarely match up well to the designs used in the core titles and generally look a little odd. His story telling is mostly solid, until devolving into a bit of a chaotic mess

of exotic panel layouts towards the end. But it's fine, because the story does too. John Barber has produced some really impressive work on Transformers over the last few years. This does not match it. It doesn't even match his workmanlike efforts on toy synergy events like Combiner Wars and Titan Returns. This mini series is a breathless exercise in cross-over event box ticking. Barber goes for a Spider-Verse style format - a main, supposedly complete, story is told here, with individual tie-ins for each franchise expanding on side-plots (these are collected in other volumes). Unfortunately, the co-ordination between the main series and the tie-ins isn't great, so you get a fair few inconsistencies and plot holes throughout. On top of that, the writing here just isn't good. Despite having read this a few hours ago, I honestly couldn't tell you who any of the Micronauts are and what they're like. There's a fairly pointless language barrier between them and the other characters introduced with them, only for it to be randomly dropped in the last issue, when it gets in the way of the plot's rushed resolution. The entire story hinges on most of its characters being complete idiots to facilitate pointless conflict between factions, building up to a conclusion of inevitable team-ups and explosions that feels like nothing more than a kid throwing all his action figures at each other. Plus, Barber has a really annoying habit of quoting parts of the MASK theme tune and tag lines in dialogue. Frankly, this whole thing is an utter mess. As a Transformers fan, I feel exploited and left with diminishing confidence in the future of the series (aside from James Roberts' contributions). As a GI Joe fan I'm insulted that this is IDW's best idea for what to do with the franchise. As a MASK fan, I'm disappointed that IDW's take on the concept is so bad and at odds with the franchises existing characters and strengths, to the point of being barely recognisable as MASK. And as someone who doesn't really care about ROM and the Micronauts, I still really don't care about ROM and the Micronauts. Oh, and there's Action Man as well, I guess.

THE REVOLUTION BEGINS! Explosions rip across the Earth and all signs of blame point to **OPTIMUS PRIME** and the **TRANSFORMERS!** **G.I. JOE** refuses to go quietly and they assemble heroes big enough to stop the invaders! **ACTION MAN** and **M.A.S.K.** fight for humanity but where do **ROM** and the **MICRONAUTS** stand? Celebrating more than a decade of stories by IDW and HASBRO, this unprecedented event draws everything together and leaves nothing standing. The **REVOLUTION** is here **TAKE A STAND!** Collects Revolution issues #05.

About the Author John Barber is a former Marvel and IDW Publishing editor now focused on writing comics. Credits include: Optimus Prime, Doctor Strange/Punisher, Ultimate Spider-Man Infinite Comics, Revolutionaries, Back to the Future, and Action Man comics!