



The Halo Graphic Novel

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This graphic novel, based on the best-selling video game, brings the Halo universe to life for the first time in the sequential art medium.

The Halo Graphic Novel Details

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From Reader Review The Halo Graphic Novel for online ebook

Richelle says

I love Halo, but I think I expected something different from this. It's older, and mostly flood themed, which is awesome. The art is cool, but overall I expected more.

Mary says

This one was a quick and easy read. I was able to get through it on a lunch break at work last night. As I've said before, I love the Halo Universe. This graphic novel offered four separate stories that added, even more, background information into the world.

Each story was written and drawn by different authors and artists. While this usually isn't an issue, each story was so short it was a tad jarring switching to the next.

The first story, The Last Voyage of the Infinite Succor by Lee Hammock and Simon Bisley, gives a bit of background information on Covenant Commander Rtos 'Vadumee and the Covenant's first discovery and contact with the flood. The artwork is gorgeous with a traditional painting like feel. I personally love stories that don't immediately vilify the Sangheili. Honestly, they didn't want to mess with anyone until the San 'Shyuum started waging war with them, which ultimately led to a treaty thus creating the Covenant.

The next story is Armor Testing by Jay Foerber, Ed Lee, and Andrew Robinson. This one is the only story I had a real issue with. Keep in mind that I read Eric Nylund's The Fall of Reach before this so my idea of what is canon may differ from other readers. But this story illustrates the initial human testing of the Mark V Mjolnir Assault Armor belonging to MCPO John-117. In The Fall of Reach, it was established the normal humans, those without physical augmentation, were impossibly unable to test the armor without serious, sometimes fatal, side effects. The armor for Master Chief was created specifically for him to not only use, but to initially test as well. The artwork was good; it followed the traditional comic book style that first think about when upon hearing the word comic: a little bland and uninspired but still familiar.

Breaking Quarantine by Tsutomu Nikei is the third story in the novel. It was a quick, art only comic illustrating Sergeant Johnson's escape from his contact with the Flood. The artwork is detailed and beautiful. There really isn't much to say about a story with no words except that it is well pictured and gives a plausible story of escape.

The final story is Second Sunrise Over New Mombasa by Brett Lewis and Moebius. It follows a galactic news photographer in New Mombasa just days before the Covenant's attack on the city. It brings to life the civilian aspect of the universe that the games don't ever truly show. Even without showing much of the Covenant and nothing really of the UNSC, this a very Halo-esque tale in every sense.

Of course, as with most graphic novels, the last few pages are a gallery of concept art and illustrations by various artists. While the art is varied in style, each one is wonderful and beautiful.

Essentially, this is a must read for any Halo enthusiast or science-fiction lover. The artwork is amazing and the stories are wonderful.

Patrick Chen says

One of the best comics / games series ever made! No, seriously. It's a great add-on to the Halo series and with the release of Halo 3, many fans can expect another Halo graphic novel adding on to the current storyline.

Leena says

I love this novel and I love Halo. The stories are interesting and the art is amazing.

Jacob H. says

With Halo being one of the best games yet, there are a lot of books and other things that tell stories that take place before or after and I like to know about everything about the Halo world. It tells about some things that happen in 1 of the 3 games and tells about it. It was also good because it was made by fans and I like what they think of the Halo world.

Troy Cocks says

Short, but ties up some loose ends. Like the art better than the Oversized collection.

TK421 says

Halo used to be my mistress. I loved her. I adored her. Then, I realized my wife was going to kill me if I spent more time with Halo than I did with her. Now, I only play every so often...just when I need to be reminded that I can still kick some Covenant ass.

The other day my wife surprised me with HALO GRAPHIC NOVEL. (She knows she's the only woman for me.) Immediately I opened it up to look at the artwork. It was varied and raw and new and I couldn't wait to begin reading it. Then I read the introduction. I wasn't going to get a new storyline from the Halo universe; I was going to get new stories that were only briefly mentioned or left to the gamer's imagination. This excited me more. I have numerous questions that none of the books or games have ever truly satisfied.

I will briefly give my thoughts on each story:

THE LAST VOYAGE OF THE INFINITE SUCCOUR

This story is all about the Flood. Once seen as mindless space-alien, the Flood are actually a very impressive species that can take over live or dead cells and make them into one of their army. They have a set agenda—kill all. Their goal is domination. The artists of this story, Lee Hammock and Simon Bisley, do

a great job of rendering the reader to feel the claustrophobia of what it must feel like to be fighting within a ship within the confines of dark, cold space. The scenes are a frenzy of action, which shows the dark images and perils of war. Courage and honor are two of the main themes in this section. (FOUR STARS.)

ARMOR TESTING

My first impression upon seeing this section was: It looks like Archie and Jughead have been refitted. This is not a negative critique of Jay Faerber, Ed Lee, or Andrew Robinson. I liked the playful drawing style; it fit the story well. The story centers on Maria—a retired Spartan who only wants to raise a family—while she tests the new armor before it is sent to Master Chief on to Cairo Station. She is matched up against 20 Marines. I liked that the Halo universe addressed the issue of females and what they could do in combat. (FOUR STARS.)

BREAKING QUARANTINE

This is an interesting story because it centers on Sergeant Johnson, one of the most loveable characters in the Halo universe, and his escape from the Flood. It had previously been left to the gamer to imagine how Johnson escaped. Tsutomu Nihei provides the answer to this question through a short twelve page section void of any written speech. Even thoughts are left out. I find this section remarkable because as the reader looks and studies each scene the unfolding drama is crystal clear while the images themselves are a bit grainy, giving a dream-like quality to the story. (FIVE STARS.)

SECOND SUNRISE OVER NEW MOMBASA

If you've ever played Halo 2, then you know what a desolate, war-stricken town New Mombasa is. Brett Lewis and Jean Giraud give a neat insight to what the city was like before the invasion. Although, I have to admit I found the artwork to be too gummy—too fake. The story is told by a reporter whose task it has been to “downplay” the preceding attacks before the invasion, give it an “adventurous” appeal. There are many direct corollaries one can infer about the news media and America's current wars. (I'll leave that for the reader to decide.) But, like most controversies, the truth needs to be told. As it happens, the truth of the invasion may be the only thing that gets out of the city intact. This story is a bleak testament of when the military blunders and then tries to rectify their wrongs. (THREE STARS.)

Yes, there are elements of each story that if you've read the other books and played the games you'll appreciate more. But I think this can also be enjoyed by the uninitiated. It's a quick read that I plan on revisiting numerous times...as long as my wife let's me bring it to bed.

VERY HIGHLY RECOMMENDED

Michael says

Some purists might say "Reading a graphic novel shouldn't count towards your book challenge." To which I say "Fuck you, I'm counting it."

I've considered marking down the VCR's instruction manual, but I can't locate an ISBN on it.

Luke says

#I decided to read this book because I love halo.#This is published as a graphic novel but it is more of a short stories in graphic form.#I liked the care and detail put into the images themselves. Out of the different stories my favorites are 'last voyage of the infinite succor' and the sergeant Johnson one as the both had good art styles and the sergeant Johnson one was all in japanese.#I didn't like 'second sunrise over new mombasa' as the art style was not to my taste and the plot was mixed up.# I would recommend this book to fans of manga and fans of halo.

halhamad27 says

As a massive Halo fan, I thoroughly enjoyed the stories and art in this. Would recommend to any and all Halo fans.

Robert says

Good, interesting, highly distinct and stylized art at times. Meh stories, but what do you want from an action video game comic?

Vito Gardella says

this is a great graphic novel lost of great art work the story lines in this novel are not a good as i thought they would be i love to read to books like these because when you read it you get a feel of what they are really doing in the story some of the short storys have no conversation at all but you sure can imagen what they would say

Ben Brown says

The first “Halo” comic that Bungie published, “The Halo Graphic Novel” works for two very simple reasons: 1.) the stories themselves are well written and compelling, and 2.) the art is dynamic and interesting to look at. With the majority of tie-in comics in recent years struggling to do either particularly well – let alone both - it’s refreshing to read a franchise-based comic that doesn’t merely feel like it was made to cash in on a property’s popularity, but also because its creators genuinely cared about putting out a quality product. As a first salvo into the realm of comic book tie-ins for the juggernaut that is “Halo,” it’s hard to imagine a stronger freshman effort than this.

James says

I LOVE HALO!

Stephen says

good
